

BONUS THOUGHTS! 🤔💭

Future Opportunities:

The ideal future outlook of Workers is to **provide common workflows for each industry**, so a gaming developer feels as comfortable onboarding with Workers as a fintech developer. A simple example of this is providing different “views” for the template gallery, where a developer can toggle and select the main purpose they are using Workers for. The most useful and relevant templates will populate the gallery accordingly. Moreover, a “one-click-deploy” by Workers for these functions would be incredibly easy for developers. An example is Salesforce’s [“Deploy to Heroku” button](#).

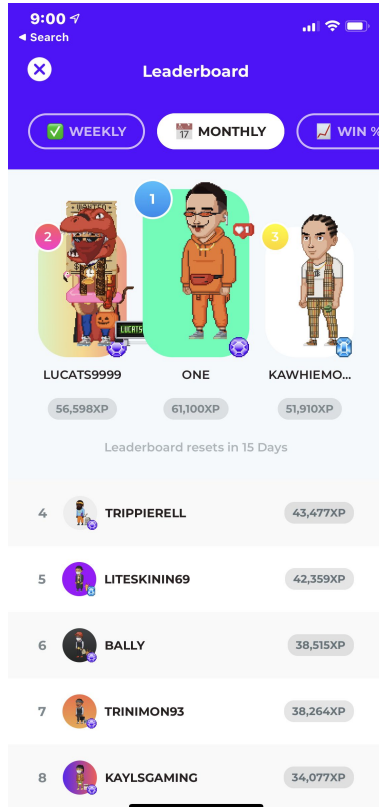


Exhibit 1: Stadium Live's leaderboard

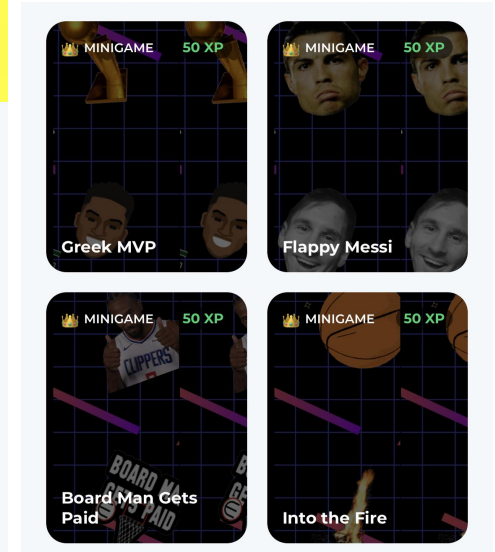
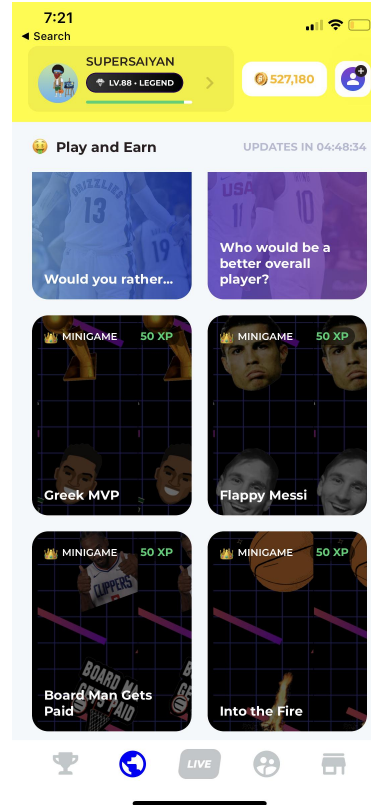


Exhibit 2: Custom Mini-Games made with GIPHY, extra activities to do in-app