10/17 ETHDenver Bootcamp - HW#1

Discuss in your teams what a decentralized version of a game like Monopoly would be like if there was no software on a central server.

Consider:

- What are the essential pieces of functionality?

The smart contract spins up for each user their own instance of monopoly

User can purchase tiered spaces when landing on a # between 0-42, so a user can interact with a ‘state’ contract that maintains the ‘state’ of the players balances, location, owned spaces through calls to a decentralized database

– How would people cheat?

A user could spoof their location possibly or fork the instance or call other’s balances, idk.

- How could you prevent them from cheating?

An oracle service could verify that the user’s bank value is the truth. The user’s balance would be stored on a IPFS type system and the funds could be calculated using MPC.

OnlyOwner for ‘rolling the dice’, purchase of ‘spaces’, balances. Would mostly keep things a secret for better privacy, security.