

Ethereum Casino

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Overview

- Problem and Definition of Requirement
- Solution Proposal - Model
- Original Value
- Widespread Impact
- Team Members and Roles
- Work Packages
- Questions

Problem and Definition of Requirement

- The most important challenges in online lotteries and gambling are trust issues
- Another big issue is the geographical limitation

Solution Proposal - Model (just for lottery contract)

- 2 different user types - Owner and Players
- `partecipateLottery()` , `displayWinner()` , `getRandomNumber()` , `getPoolBalance()`

Proposed Model

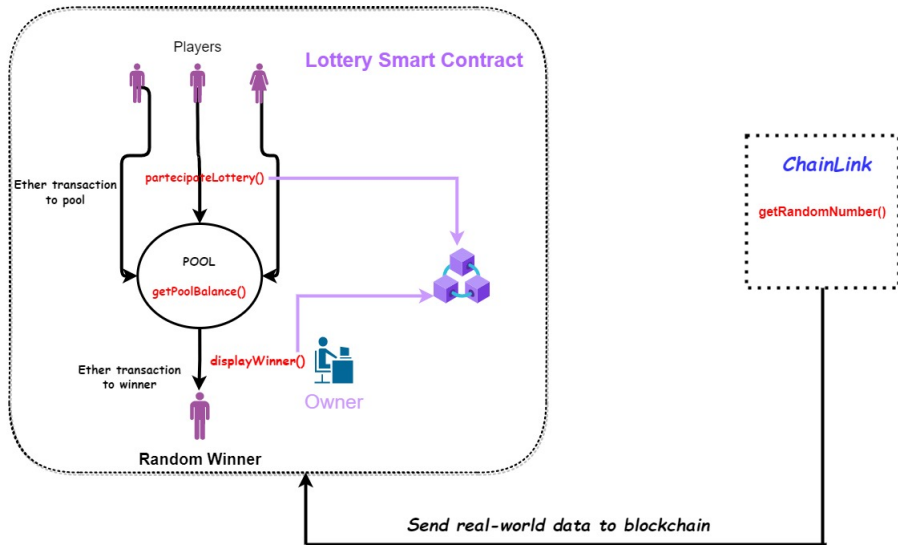


Figure: DS4H System Model

- There are already some lottery examples
- Take it to the next level

Widespread Impact

- Playable all over the globe
- No trust issues thanks to blockchain

Team Members and Roles

- Hasan Arcas

- Creating the Smart Contract
- Testing the Smart Contract
- Creating a web interface using react.js and web3.js
- Building the dApp

Work Packages

i P N O	Work Package Name and Description	Timeline	Success criterion and contribution to the success of the project
1	Creating the smart contracts	21/04 - 30/04	The backbone of the project will be created (25%)
2	Testing the smart contract	01/05 - 06/05	The dApp will be checked for security vulnerabilities (10%)
3	Creating a web interface using react.js and web3.js	07/05 - 14/05	User friendly UI elements will be created (25%)
4	Building the dApp	15/05 - 27/05	The contract and the frontend will be able to talk with each other (40%)

Thanks. Questions and answers ...

Questions?