



AETERNITY HACKATHON

GAMETERNITY

GAMETERNITY TEAM



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BLUE CODE SOLUTIONS

Blockchain projects
Brickex.io
Opening videogame industry

THE PROBLEM

- Game industry is owned by few companies
- Around 10% publishers make 90% income
- **Indie** publishing is difficult and expensive

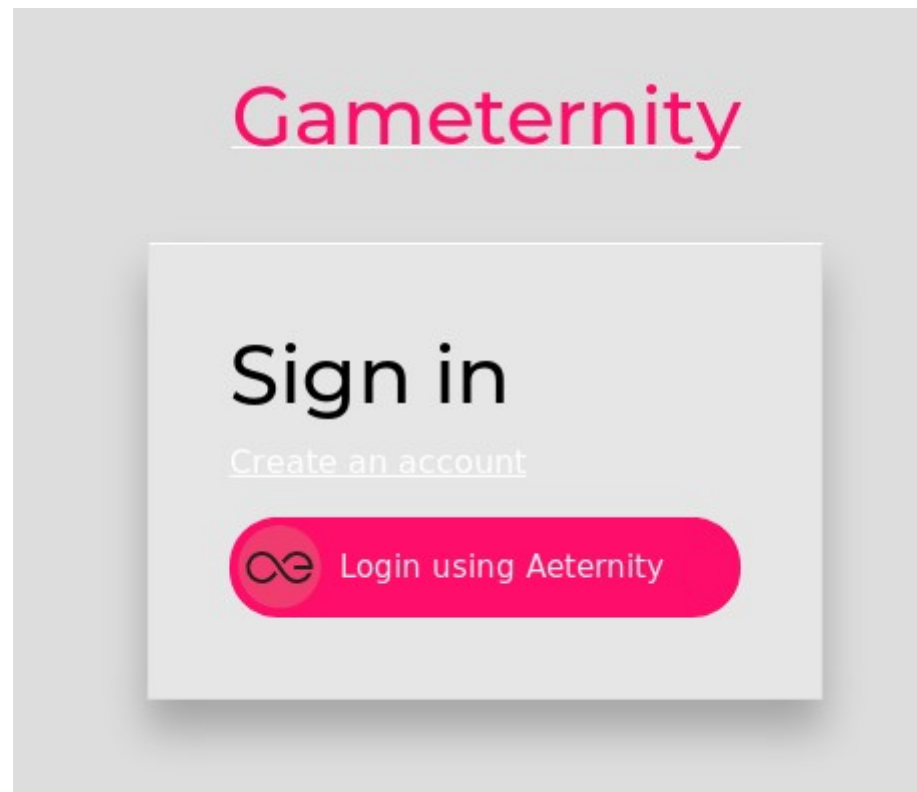
Game industry needs **disruption**, and we believe blockchain can be the solution

THE SOLUTION

- Use blockchain technology to open industry borders, creating tools that promote collaboration
 - Help indie developers to get access to open and free markets
 - Create tools where users can collaborate with developers
 - Make it easier for users to access indie video games

THE HACKATHON SOLUTION

- Proof of concept for an universal login system based on Aeternity public/private key



THE HACKATHON SOLUTION

- Decentralized marketplace for video games, managed by Sophia smart contracts

Publish or buy your games in this decentralized marketplace

No matter if you are a big publisher or a small indie developer, everyone have the same opportunities in Gameternity




World of Warcraft

 30 AE



Smite

 40 AE

THE HACKATHON SOLUTION

Gameterernity

Game title

Download link

Image url

Game description

0

Submit game

THE HACKATHON SOLUTION

Smart contract
to store
eSports match
results

WIP

```
1
2  contract Tournament =
3
4      record state = {
5          owner          : address,
6          game           : address,
7          player1        : map(int, address),
8          player2        : map(int, address),
9          results         : map(int, address),
10         numResults      : int}
11
12     stateful entrypoint init(g : address) = {
13         owner = Call.caller,
14         game = g,
15         player1 = {},
16         player2 = {},
17         results = {},
18         numResults = 0}
19
20     //Getters
21     entrypoint who_won (num : int) : address =
22         state.results[num]
23
24     //Setters
25     stateful entrypoint add_result(winner : address, player1 : address, player2 : address) : bool =
26         only_owner()
27         put(state{player1[state.numResults] = player1, player2[state.numResults] = player2}, state)
28
29     //Aux functions
30     private function add(a : int, b : int) : int =
31         let c : int = a + b
32         require(c >= a, "Error")
```


FURTHER STEPS

- Extend the eSports tracking system
- Create extensions for the most popular game engines, like Unity or Unreal
- Add tools to incorporate user feedback and content creation to the marketplace
- Create universal gaming ID

WHY VIDEO GAMES

- Video game industry have one of the biggest user bases, and keeps growing
- Digital industry, fits with blockchain
- Huge young user base, more tech friendly
- Video game industry have higher revenue than cinema industry



THANK YOU



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