Project proposal

Name of the app:

BlockStone

Short description:

In this application you will be able to "purchase" Hearthstone cards and display your connection (*no real purchase will be made*). Purchase of cards and keeping track of which card is owned by which user will be done via blockchain. In this way we aim to provide a way for those without credit cards to purchase cards and play the game. Moreover, they don't need to worry that the server is broken down, making their assets in the server disappear. Things on the blockchain won't disappear.

As a user you will be able to view your collection of cards on the website, browse the store to see which cards are available, and purchase cards to add them to your collection. This data will then persist on the blockchain.

If time allows we plan on implementing a game mode for the app as well. In this game you would be able to use the cards in your collection to progress through the game while battling NPC players.

Frameworks:

React.

API that will be used:
Hearthstone by omgvamp on rapidapi.com will be used to get data about the different cards existing in Hearthstone. This API will provide us with images and names of the cards as well as their stats (Attack, Helth, Cost, Type etc.)

https://rapidapi.com/omgvamp/api/hearthstone?endpoint=5525c47de4b0b69ffe83f7bd

What data will the app work with:

Information about the cards from API. If we create the game this data will then be changed in the APP during sessions (i.e. if your cards take damage the Health would decrease during the session).

Information about ownership of cards will be stored in blockchain.

Mock-up:

Please see attatched pdfs