IDEAS FOR MICRO-TRANSACTIONS ON THE BLOCKCHAIN

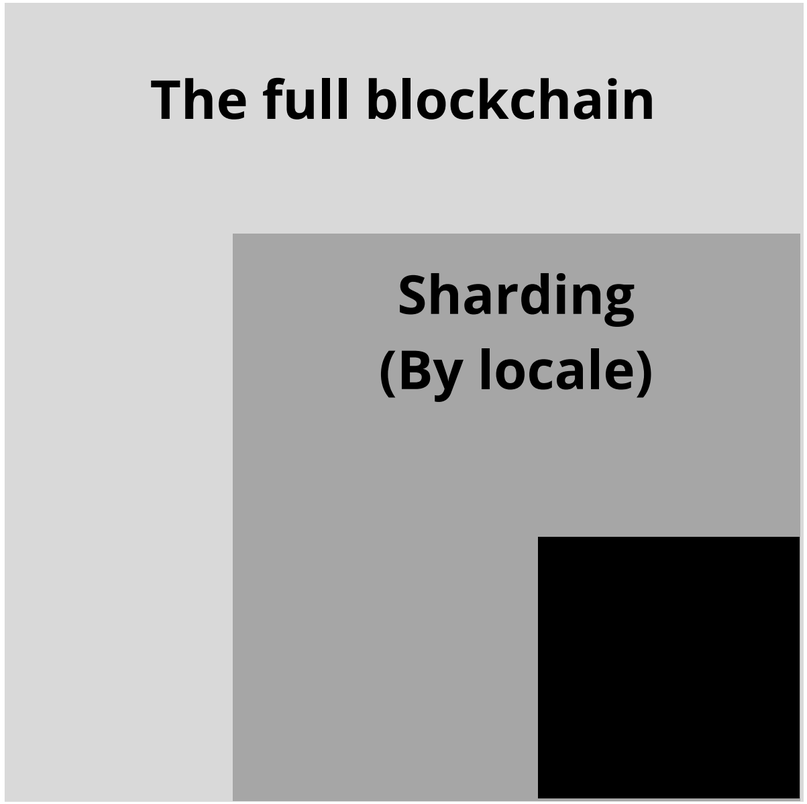
Enabling better gaming on the blockchain

01

Nodes serve Dapps on the blockchain.

Sharding 2.0. Instead of nodes serving the full blockchain or even locales within the blockchain, they will serve certain ecosystems or "DApps" in the blockchain. Specific nodes will only verify data for their DApp or game - think of it as devoted space for the game.

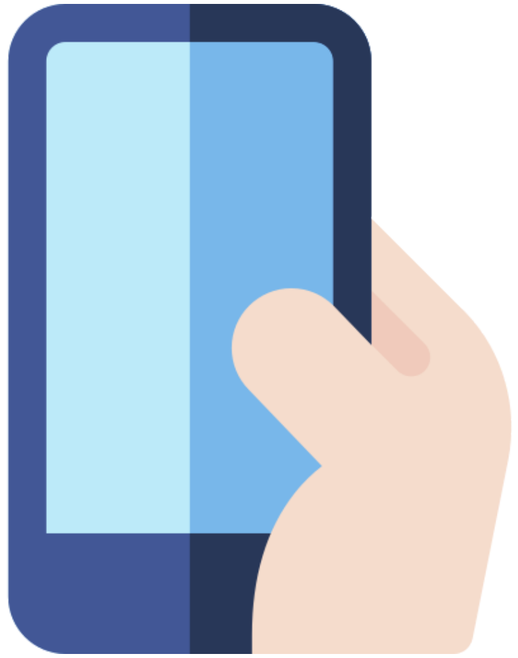
Node segmentation



02

Each computer in the game can act as a partial node.

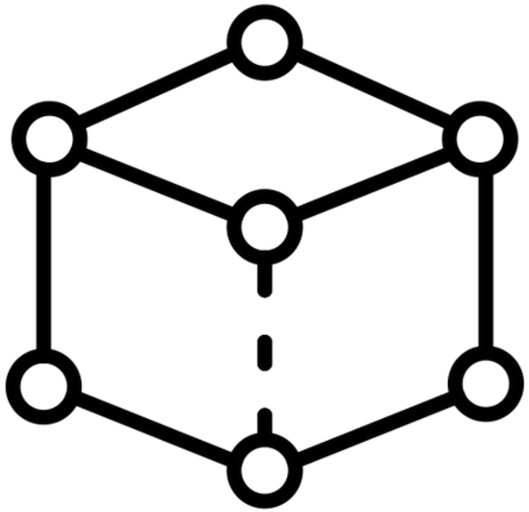
To scale the number of nodes available, each computer and mobile device can act as a partial node. A download of the game will include a download of a node. Gamers can toggle the amount of data that they want to store on their device or turn the node off completely.



02a

Gamers who host full nodes will receive in-game points

Gamers who join the blockchain and host full nodes will receive in-game points and potentially, governance as well

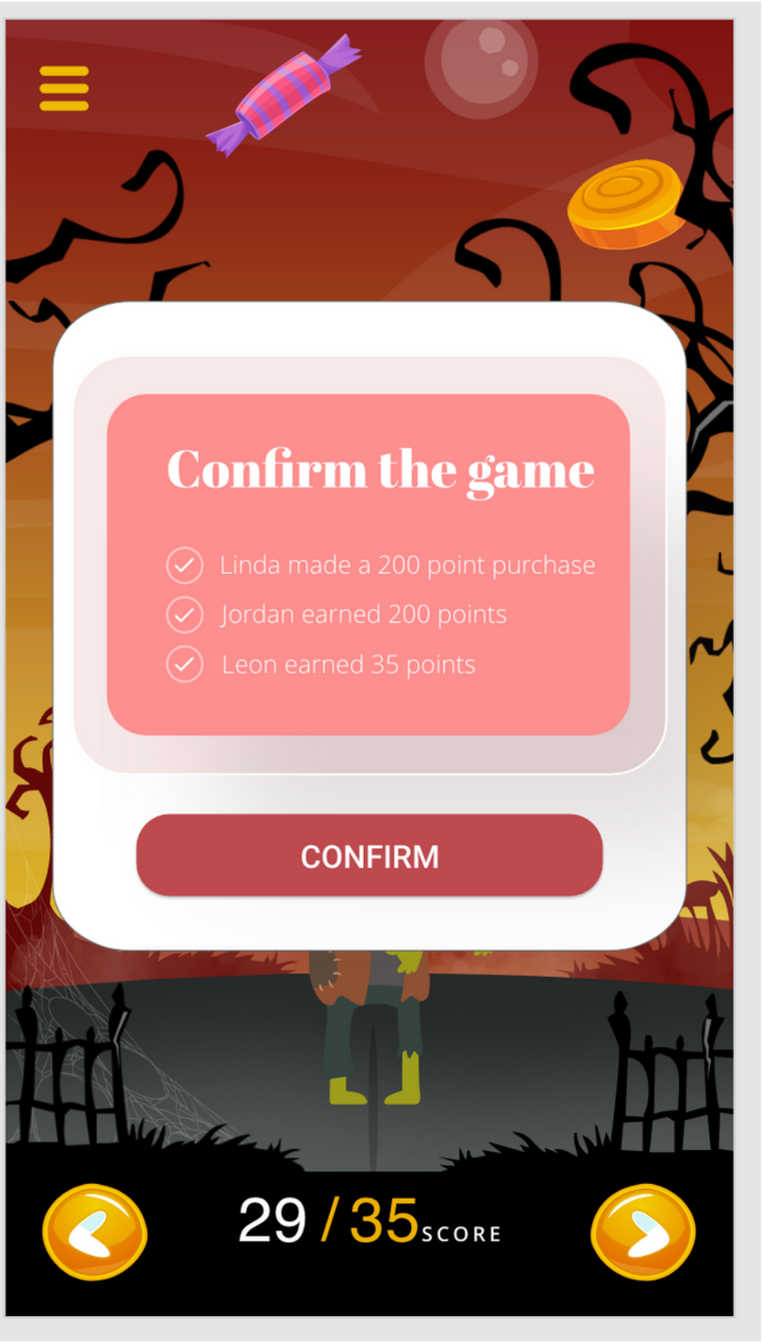


Game points

02b

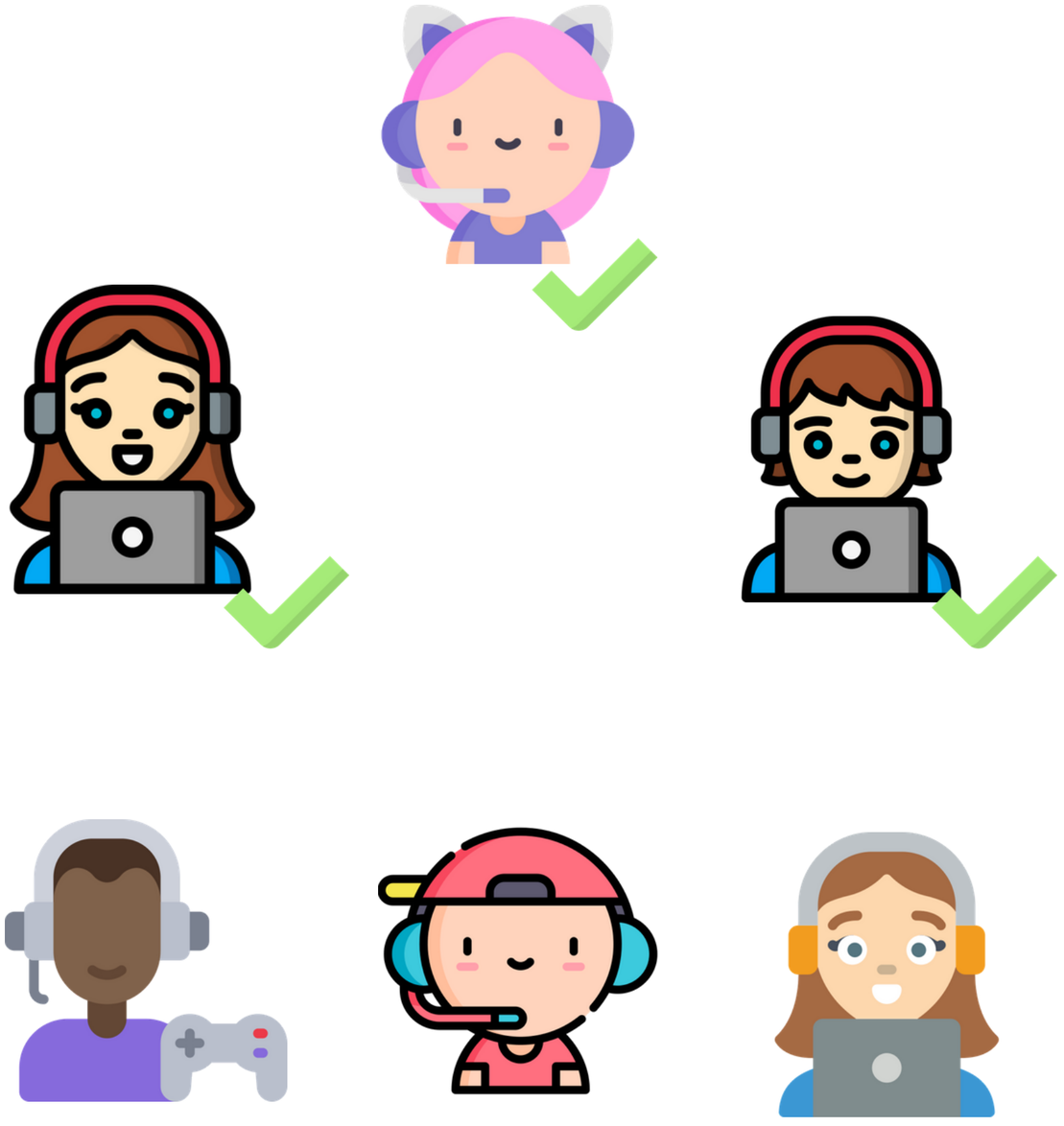
Node validation built into the UX/UI of game

Instead of adding complicated language about nodes, node validation can be built into the UX/UI of the game. Enable players to think of validating a game result like having offline access to a game result like they have offline access to a song on Spotify. Once their friends have finished a multi-player game, they can validate asset purchases, results, etc.



02c

Players in the same game validate each other



Instead of waiting on other nodes to validate a game purchase, result, etc., a set number of players who are playing the same instance of the game can validate each other. For example, say six friends are playing the same game with each other, three friends validating any in-game purchases during that game can equal as a validation.