Sonic Introduction:

Sonic was built to unlock new experiences for both builders, and players. 💫

Sonic is the first atomic SVM L2 built to enable sovereign game economies on Solana. We designed Sonic to be the brewing ground for a world of high-performance Web3 gaming - creating a distinction from the traditional trading experience of in-game assets.

Sonic is built on top of the first concurrent scaling framework for Solana, called HyperGrid. Sonic is the first instance of a Grid orchestrated by this framework.

Learn more about Sonic, and our developer resources here: https://docs.sonic.game/
Twitter: https://x.com/SonicSVM

Sonic Track Topic: Infinite Assets & Infinite Games on Sonic - on-chain PVP & prediction markets

Description: Take inspiration from projects like WorldPVP, pump.fun, Rollbit and more industry veteran projects - launch your on-chain PVP game utilizing Sonic Testnet.

Bonus points for every new asset being deployed on Sonic (can be infinite!). The definition of an "asset" is flexible here as well - fungible, non-fungible, various game state representations, etc.

Technical requirements: Deploy on Sonic testnet - the game can have all of the on-chain activity happen on Sonic, or implement a hybrid model of utilizing both Solana mainnet and Sonic L2.

Prizes:
- 1st: $4k
- 2nd: $2k