

Hi, I've been working with SCRT the past few weeks and I now want to continue on a project. I have two years of hands on experience with blockchain games and tokenized user wallets using KIN. In the period I worked with mobile I taught myself the basics in languages such as: Python, C#, PHP and also worked with AWS. Now I'm reading the book on Rust and have gone through the Figment and other documentation.

I would bring forth the great opportunity and take the time to put SCRT in mobile. Building through the Unity IDE we will work through Android Studio to compile. I will directly oversee and recruit a small group that will help me build out the wrappers and bootstraps. They will also be compensated through me for their time.

In the past I used an SDK developed by Prime31 and that will be the starting point of my initial product. I'm also looking at the Griptape for queues on how to proceed with Rust and know that Rust will run in Unity and that it works with Visual Studio. In my previous work, I was able to find the right libraries and make the connections needed and with the help of the Rust book and other documentation I propose tackling integration as a way of contributing to the network.

This will be a learning path as much as a development project if accepted and I appreciate all feedback.

This learning path and project will take me 3 months and in that three months, I would like to become much more proficient in Rust, finish a mobile game I started and publish it to Android/Google Play with SCRT sNFT's or other secret contracts.

The working capital I'll need:

Month 1 (100 hours):

Compensation: \$5,000

In order to hit the first milestone I will need to spend the time to go through the Figment Tutorials and complete the training. By the end of this month I'll exhibit a strong working knowledge of Rust basics and be able to demonstrate the full pathway to integration. This takes into account I have already started and feel comfortable with both my game and my ability to pick up Rust.

Month 2 (100 hours):

Compensation: \$5,000

In month 2 I will continue to add features to my game to make it exciting for players. In this month I'll be able to show my work and release teasers.

In the future, I could use more resources for gameplay design and development, but the agenda for this month is to get a prototype and provide SCRT SDK integration early on. I'll be looking for a publishing partner in month 2 and moving into month 3.

Month 3 (100 hours):

Compensation: \$5,000

During this time period I will develop several levels, a monetization strategy and have mobile marketing placements. SCRT integration will be completed and fully functional for testing. Next, a week will be dedicated to Microsoft Playfab Azure integration where any multiplayer integration lives between platforms. In the remainder of month 3 I will be working on finishing touches for game design and publishing to the app stores...

I know this may seem like a pretty heavy workload but in my experience and at the proposed hours, it's more than enough time for me to accomplish everything set forth. If it needs to be extended or modified, I'm also leaving room for flexibility in my timeline and budget to fully execute on this contract.

I look forward to hearing from my cherished community of builders and supports.