Blackjack Bounty

Revolutionizing Mobile Gaming with Transparency and Real World Rewards

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Team

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Problems in Traditional Mobile Gaming

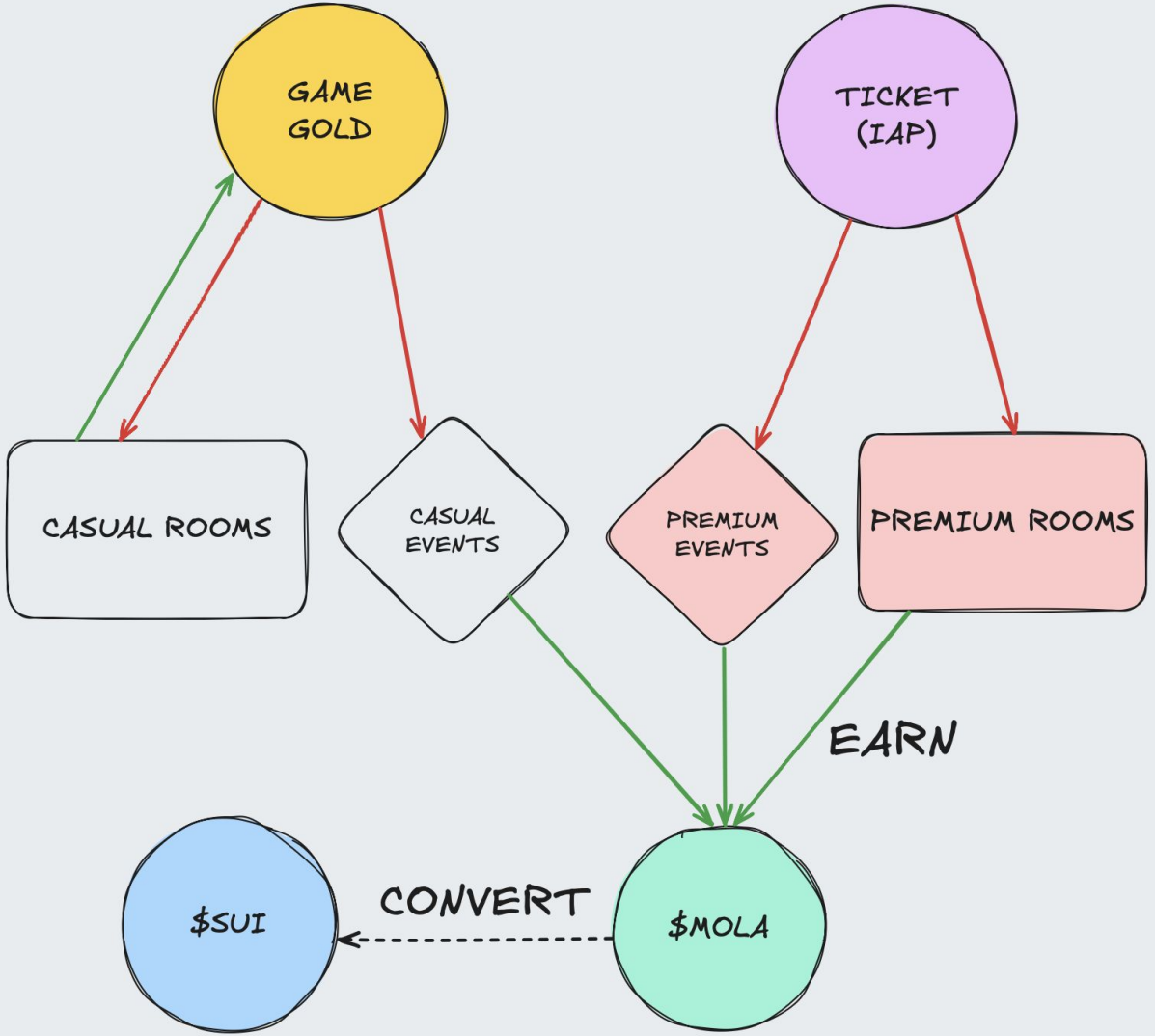
- **Untrustable Game Logic**
  - Hidden game logic kills trust.
- **Limited Rewards**
  - Lack of real-money rewards without gambling classification restricts engagement.
- **High Cashout Barriers**
  - Excessive thresholds and fees limit player comfort.
- **Centralized Storage**
  - Reliance on centralized servers increases costs, risks data breaches, and enables censorship.

Problems in Blockchain Mobile Gaming

- **Mobile Platform Policies**
  - Mobile app platforms do not support direct token transactions or external wallet integrations.
- **Complexity**
  - Crypto mechanics confuse casual players.
- **Delayed & Unengaging Rewards**
  - Blockchain games often delay rewards until major achievements or distant airdrops, reducing engagement.
- **Low Quality Gameplay**
  - Fails to catch the quality of mainstream mobile games.

Solution

- **Sui Blockchain VRF**
  - Ensures transparent, verifiable game logic (e.g card shuffling)
- **Comprehensive Economic Model**
  - Casual in game currency + IAP Tickets + $MOLA tokens
- **Seamless Authentication via Sui zkLogin**
  - Google, Apple login with no blockchain knowledge required
- **Decentralized Storage with Walrus**
  - Secure, cost-effective censorship resistant data
- **Regulatory Compliance**
  - Rewards framed as bounties, not gambling


GAME GOLD
TICKET (IAP)
CASUAL ROOMS
CASUAL EVENTS
PREMIUM EVENTS
PREMIUM ROOMS
EARN
$SUI
CONVERT
$MOLA

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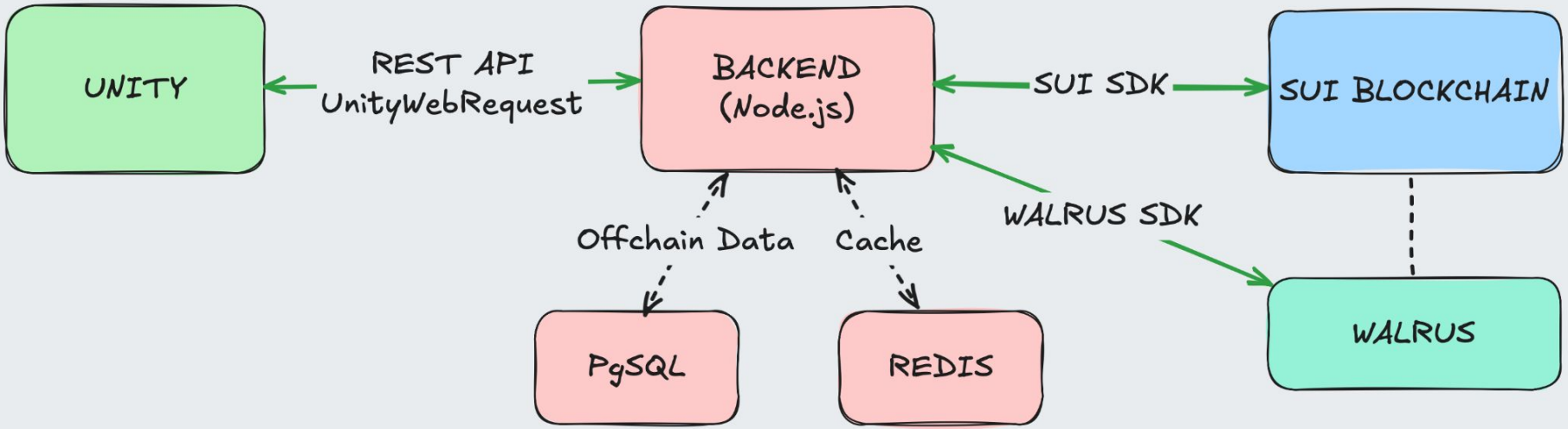
Technical Architecture

- **Unity Client**
  - UI, gameplay
- **Node.js Backend**
  - Manages game state, multiplayer needs, currencies, Walrus storage
- **Sui Blockchain**
  - Smart contracts for randomization, rewards, zkLogin
- **Walrus Storage**
  - Decentralized, cost-effective data storage for game data

Technical Architecture



Market Opportunity

- **Mobile Gaming**
  - $100B+, 10% YoY growth.
- **Blockchain Gaming**
  - $4.6 billion in 2022 and is poised to hit $65.7 billion by the 2027.
- **Blackjack Appeal:**
  - Universal, suits casual and crypto players.

Roadmap

- **Q3 2025**
  - Game prototype, complete backend.
- **Q4 2025**
  - Beta & testnet
- **Late Q4 2025**
  - Global iOS/Android launch, mainnet.
- **In 2026**
  - 5M$+ Revenue

THANK YOU!

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