

dRaffle

ABSTRACT

dRaffle is a decentralized raffle protocol on Solana, which creates the necessary technical foundation to the dRaffle Luck Club. dRaffle is the first of its kind open-source transparent system to allow raffling of any token, in any amount, any mint, unlimited number of participants or number of prizes.

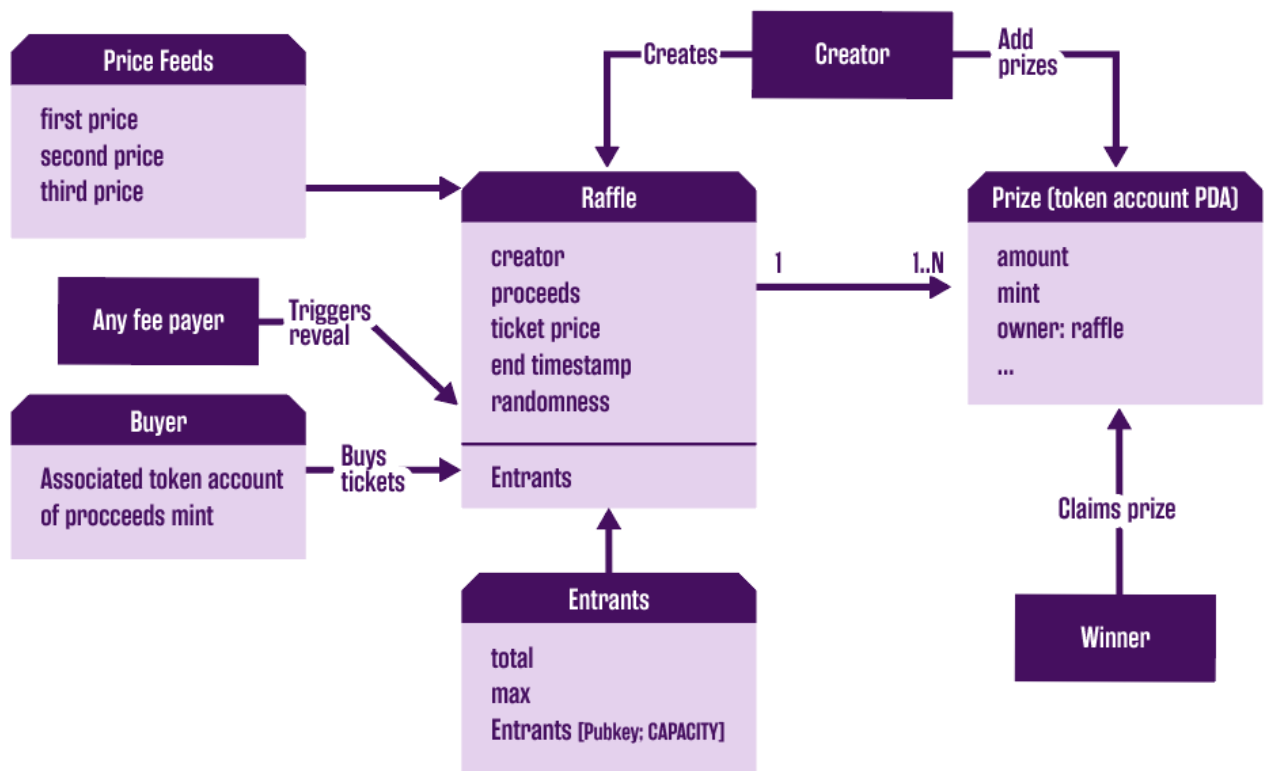
dRaffle Solution

The draffle contract allows raffles to be created by anyone, each raffle has a creator which is the entity that drops prizes in the raffle and collects the proceeds after the raffle.

Each prize is nothing else than a token account, of any mint or amount which once added to the raffle can only be claimed by the winner.

Contract system diagram

The system does not prescribe what type of account the creator is, so it can be a multisig program, a DAO...



The dRaffle contract has been written with the anchor framework in order to be easily interfaced with other programs but also offer an easy to use client to any dApp to build on the dRaffle protocol.

As of today no VRF is available on Solana, so we have opted for a best effort solution. When it is time to reveal winners, a permissionless call is done which aggregate price and confidence from various price feeds into an array that is then hashed with keccak256 in order to create the randomness.

The winner of each prize is determined by a randomness expansion, using the randomness and the prize index. As a result each raffle entrant has a $1/N$ chance of winning each prize.

This solution puts some trust on the raffle creator, but can be inspected as any attempt at curbing the draw will be obvious on-chain.

This also puts some amount of trust on the validator at the time of the draw, as they can potentially reorganize the price feed updates to arrange the result in their favor. We believe that since the exact validator is not known beforehand and that the economic incentive will not be sufficient, validators will not attempt to tamper with the draw.

However, we will make the switch to Chainlink VRF as soon as it is available on mainnet

<https://docs.chain.link/docs/chainlink-vrf/>

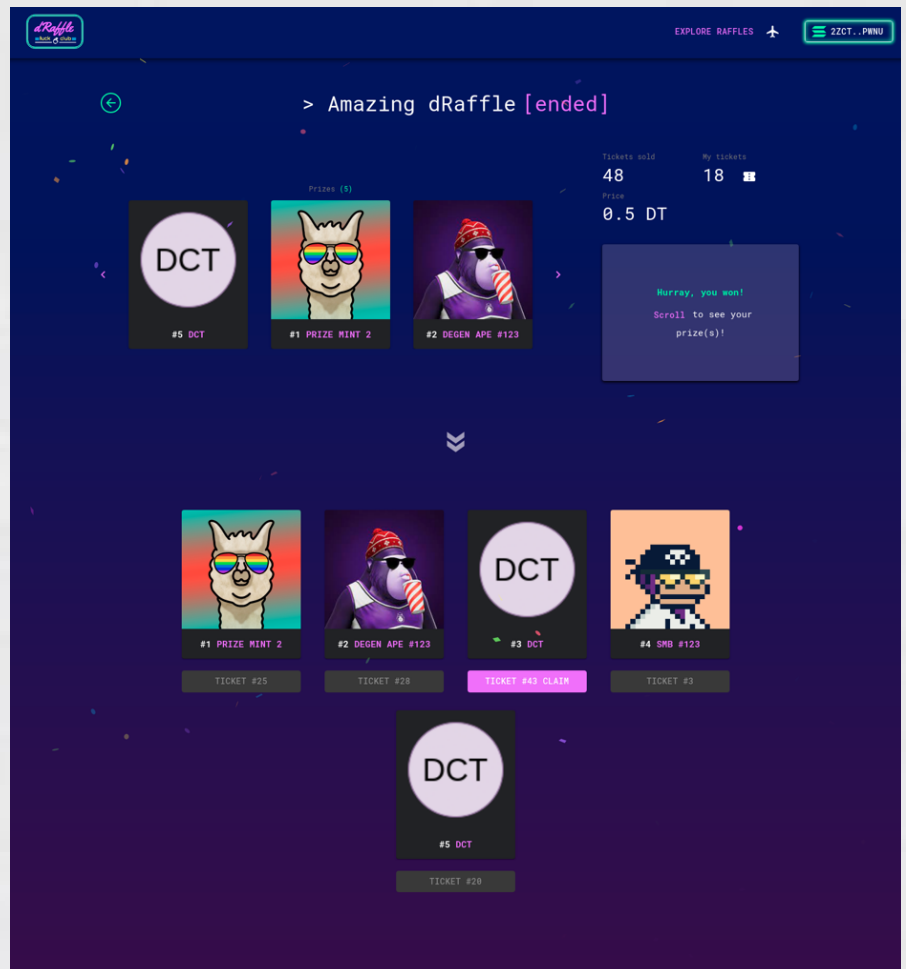
dRaffle dApp

The dRaffle Luck Club is the first community living on the dRaffle protocol. The community interfaces with the dRaffle protocol through the dRaffle Luck Club dApp, which whitelists raffles in order to protect the community. The treasury is kickstarted by the core team, in order to ensure a swift growth.



We are aware of the exponential growth of the NFT world on Solana, as a result the dApp is purpose built for the display of NFTs. As the core protocol is agnostic, a token can be fungible or non-fungible, they are all natively supported.

The first raffles to be conducted will be NFT only, with selected NFTs from the best projects the Solana ecosystem has to offer. In order to preserve our treasury from being depleted too early, we are going to select NFTs with growing value as we ramp up our user base.



dRaffle Luck Club dApp, showing a NFT and fungible token raffle

dRaffle Mission

Gambling is a huge industry, with a massive revenue that barely benefits its customers which always play against terrible odds. dRaffle wants to correct that and create a feedback loop in order to reinvest proceeds into ever growing community raffles.

dRaffle protocol offers a low overhead, low cost and massively scalable system in order to maximize the reutilization of the proceeds for the benefit of the community.

Thanks to the growing world of NFTs, dRaffle can offer prizes that have much greater depth than only a monetary value, prizes can provide access to great communities like MonkeDAO, the Degen Ape Academy...

dRaffle Ecosystem

The contract is going to be open-sourced and deployed as an anchor verifiable build as soon as stabilized. Our goal is to open source all our code to serve as a potential example to the Solana developer community but also to build a strong trust with our partners. We are looking forward to seeing other protocols build on top of ours.

We don't plan to get a formal audit as we are not convinced they provide much, but instead we are going to encourage strong developers of the Solana community to provide reviews



Tokenomics

The team is not considering yet any token sale, in order to direct all the focus toward community building and the underlying development of the dApp.

Roadmap

1. Establish the dRaffle Luck Club Community

Our community will be an essential part of our project. We will be rewarding members who not only participate in our Discord server, but who also contribute in meaningful ways to help grow the dRaffle Luck Club

2. Distribute dRaffle Community Tokens (DCT)

DCTs will be required to participate in test dRaffles. We will be distributing these to community members of the dRaffle Luck Club as a way of thanking them for being early adopters. DCTs distributed here allows entry into our test dRaffles

3. Test dRaffles on mainnet

We will be running several test dRaffles with real prizes for each draw. These will be selected NFTs from the best and upcoming projects in the Solana ecosystem.

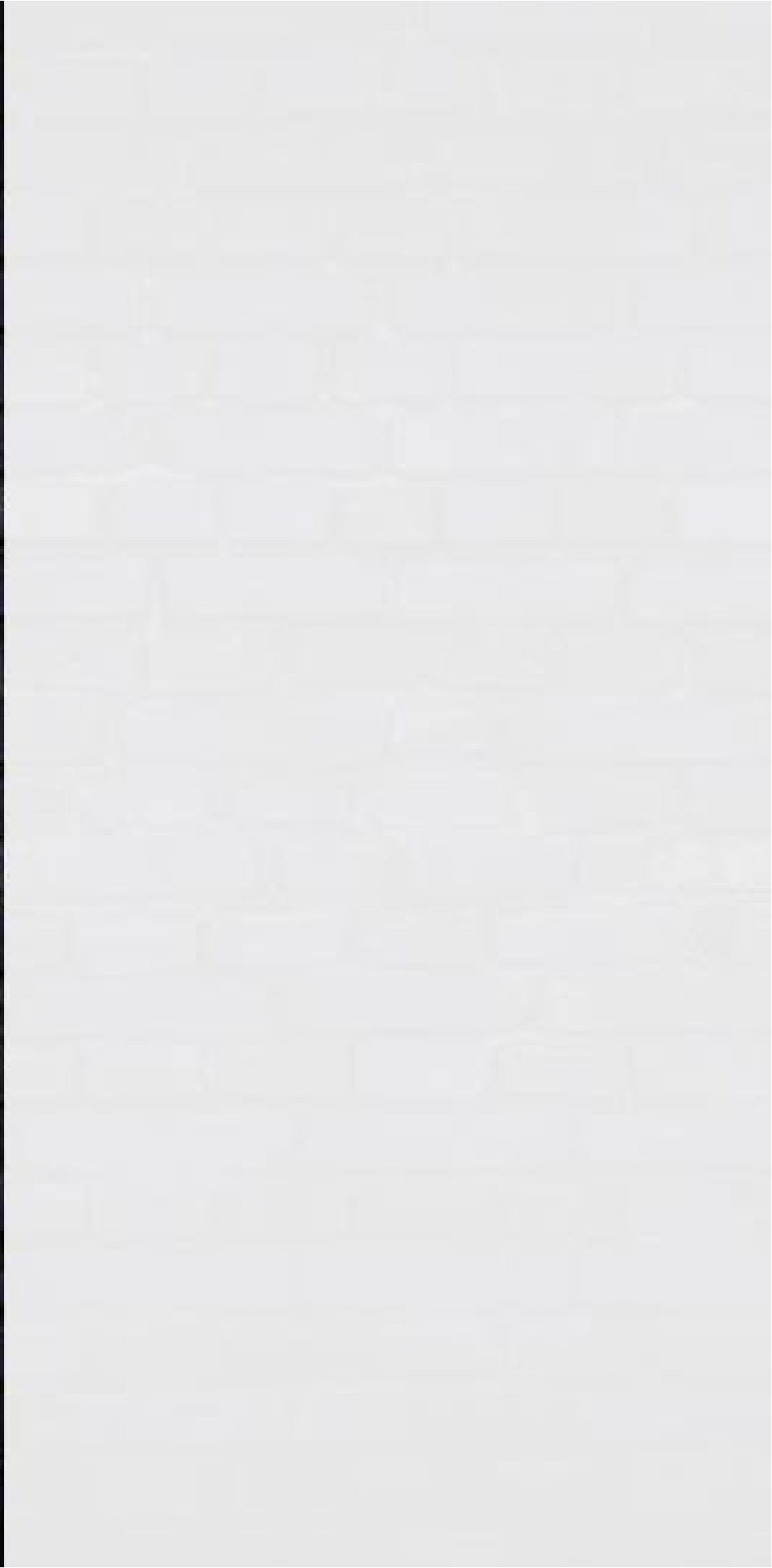
Entry to test dRaffles will require DCTs and doing this will allow us to further test all mechanics of our raffle system in a fun and interactive way while allowing our community to experience and understand how dRaffles work.

4. dRaffle goes live

We will be launching with “real” dRaffles open to anyone, the tickets will be in SOL, the ticket price will be low enough to allow most to join. At this point we might or might not retire the DCT, it could still be leveraged for community only raffles. Good luck and have fun!

5. dRaffle partnerships

dRaffle sdk will allow other platforms to build their own raffles and the dRaffle Luck Club dApp will open to external creator, still gated by the community. At this point dRaffle will explore ways to handover all the power to the community.



Core team



Clever Kitsune

Experienced marketing guru, he knows how to engage the community through social media.



Neko Cat

Developer onboarded to Solana for the ignition hackathon, he is a front-end mastermind but will also meticulously inspect any idea to eradicate it if necessary.



Money Toad

Web3 dev who joined Solana some time ago, accustomed to the pain of vanilla Solana, now an Anchor framework addict. Every front-end he makes looks horrible but he is still trying.

Tokenomics

Discord <https://discord.gg/HcGTc2yP>

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