Problem statement 1

Phase two Challenge:

Take your platform one step further — make it *smart* enough to **automatically choose the best cryptocurrency or network** for the event. Based on real-time chain traffic, gas fees, and expected audience size, your system should recommend or switch to the most optimal blockchain to ensure smooth ticket minting and minimal transaction delays.

Problem statement 2

Phase two Challenge:

Gamify the loyalty experience! Build a **"Quest Completion Map"** that visually tracks a customer's journey based on the NFT rewards they've earned. Each redeemed or collected NFT unlocks a new milestone or badge on their map — turning routine visits into an engaging, collectible adventure that keeps customers coming back.

Problem statement 3

Phase two Challenge:

Push your platform to the next level of intelligence and privacy.

Anonymity Framework: Implement an optional privacy layer that allows users to mask their identity while interacting with the community, ensuring comfort and inclusivity in learning exchanges.

Authenticated Replay Access : Provide a secure portal where users can access recorded versions of their past sessions—video, chat, and whiteboard(bonus*)—only if both participants consent, enabling knowledge retention and review while maintaining privacy.

Problem statement 4

Phase two Challenge:

Bring your lectures to life! **Incorporate animations** within the generated content—allowing learners to engage directly with the content. For example step-by-step animated explanations that respond to user input. Transform passive viewing into an immersive, hands-on learning experience.

Problem statement 5

Phase two Challenge:

Extend your architecture with intelligence and modularity — implement an **MCP**

(Model Context Protocol) server for your application. The MCP server should act as the connective brain between your AI assistant, data sources, and user dashboard. Enable real-time data streaming and contextual updates (e.g., automatically refreshing new assignments or alerts).

Problem statement 6:
Phase two Challenge:
Display your platform's scalability under real academic pressure! **Demonstrate server reliability through load testing and peak performance analysis.** Simulate large-scale submission scenarios — such as an entire class uploading code simultaneously or peak-hour exam conditions.

Problem statement 7:
Phase two Challenge: Add a secure interception layer that lets users **capture and modify live network requests on the fly**. Include features like pause/edit/forward, original vs. modified response preview, and a "breakpoint" mode for filtered requests. Ensure strict safety — require explicit consent, show an "authorized testing only" warning, and log all modifications for accountability.