

Jirayu Petchhan	D10907801
Supitchar Tatiyathavornkul	M10918803
Tanaporn Chaivutitorn	M10921817

## **Assignment 2: Smart Contract Application**

The game industry is growing faster and faster nowadays including the welfare and safety of digitized assets (i.e., in-game property e.g., [1] CryptoZombies) becoming the role play of financialization and substantial community in the present.

We would like to propose a “Monster Protocol”, a blockchain game in which players can enjoy fighting monsters across the galaxy. Fighting alone you might not win but fighting together you can win. In addition, conquering a monster, players will receive incentives based on how much you participate to fight this monster.

### **Game objectives**

- Enjoying your own crypto-collectibles game
- Growing player community and market capability
- Introduce new cryptocurrency

### **Game functions**

- Event of joining the in-game community by uniting forces. (Used as an represented item such as digitized asset and/or NFT in the pool)
- Hunt down evil monsters or even fight bosses by combining the power of the community according to each project proposed.
- Creating a network of communities in the city during common events to produce yield together. (No projects or boss hunting events from developers).
- Daily fixed deposit assets to gain more growth rate of yield farming.
- Provide incentives based on each player's participation in the community.
- To support the in-game property and environmental system of the Monster Protocol game which has been developed and launched on Smart Contract based on Solidity programming.

## A project schedule and plan

23 May - 24 May	Gathering idea
25 May - 26 May	Writing project proposal
27 May	Submit project proposal
28 May - 5 June	Implementation of project (1st stage coding)
6 June - 10 June	Implementation of project (2nd stage including modify and improve some code)
11 June	Project presentation

Task Name	May									June										
Date	23	24	25	26	27	28	29	30	1	2	3	4	5	6	7	8	9	10	11	
Gathering idea																				
Writing project proposal																				
Submit project proposa																				
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Project presentation																				

## Distribution of work for team members

Jirayu Petchhan : Main coding person  
 Supitchar Tatiyathavornkul : Coding & presentation  
 Tanaporn Chaivutitorn : Coding & presentation

## Reference

[1] CryptoZombies, Online [Available]: <https://cryptozombies.io> .