Potential App Questions/Answers

What could the judges ask that we don’t cover in the demonstration? How will we answer?

* How is scalping prevented?
* Can the ticket QR codes be printed?
* How will user’s who don’t have phones attend games?
* How did you decide on the HTK values?

Questions from 2019

* How does this use EOSIO?
* What is the benefit of having your app on the blockchain?
* Have you thought about ways to decentralize Virginia Tech ownership?
* Is every \_\_\_\_ (HokieChain: identity verification) a transaction on the blockchain?
* What privacy concerns are there?
* What if someone enters a football game, comes out, and needs to re-enter?
  + Re-entry isn’t allowed in today’s system, not allowed in our app either
* What’s preventing me from sending my QR code to another student?
* If a student’s phone breaks, how can they go to games?
  + Print the QR code from the website
  + When admin scans, it shows the username (PID) and they need proof that it matches the user’s Hokie P
* Did you do market research with the university?
  + No
* Biggest challenge working with EOSIO?
  + Deadlocking compiler
  + Python bindings
  + Niles answers this question
* Is the app actively being used?
  + No
* Using your strategy, how did you divide up the problem and work on it together?
* How many hours a week did you spend together?
  + 3 in weekly meetings
  + Extra time meeting for other issues
  + Messaging on Discord when needed
* What would you have liked to spend more time on in your development process?
  + Admin interface
    - Execute lottery, execute auctions (automatic)
    - Scheduling tasks
* What’s the benefit of the QR code? How does it work?
  + Ease of scanning
  + Unique
  + Encodes a magic number, user’s id, and ticket id
* What is the rate of transactions per second on campus today?
  + A lot during game time
  + Could be scaled up
* Could somebody spoof your account?
  + Ideally no because real-world -> SSO
  + Signing on directly to blockchain is tuff because private keys
    - Every user has their own private keys
* What’s the difference between this and \_\_\_\_(some other app)?
  + StubHub - specific to VT
  + eBay (auctions) - use case is high attendance events (football)
  + SHOTS (UVA tickets) - all sports
* What’s the safety of this app? (What are security issues?)
* Are you running on your own blockchain?
* Lottery -> sell -> buy -> auction == cheat ?
  + Time restriction on user after selling ticket
* Swooping in at the last minute and bid a small amount on an auction
  + Extend auction
* Can you buy tickets with real money too?
  + No only HTK through the app
* What if you send your ticket QR to another student on the day of the game?
  + When scanned it shows user PID / HokieP stuff and it’s verified by admin