

Homework 1

Decentralised Systems

1. Fill in the Sli.do [Poll](#) about your goals for this course
2. Discuss in your teams what a decentralised version of a game like monopoly would be like, if there was no software on a central server.

Consider

What are the essential pieces of functionality ?

How could people cheat ?

How could you prevent them from cheating ?

This is just a general discussion, there is no need to write any code or do any design.

3. Do you feel that Central Bank Digital Currencies (CBDCs) are a move towards decentralisation? Will they help or hinder adoption of other cryptocurrencies?

4. Listen to the Zero knowledge [episode](#) about Solana

Extra Credit

Get familiar with Solana in preparation for Lesson 2

- [Proof of History](#) article by Solana founder Anatoly Yakavenko
- [Proof of History Explained by a Water Clock](#)
- Read up on the [Leader Schedule Algorithm](#)
- Read [What is Solana](#) article and scan official [Docs](#)

Take a look at some Rust

- [Data types](#)
- [Vectors](#)
- Watch [Let's Get Rusty - Strings](#)