

CASE STUDY ON

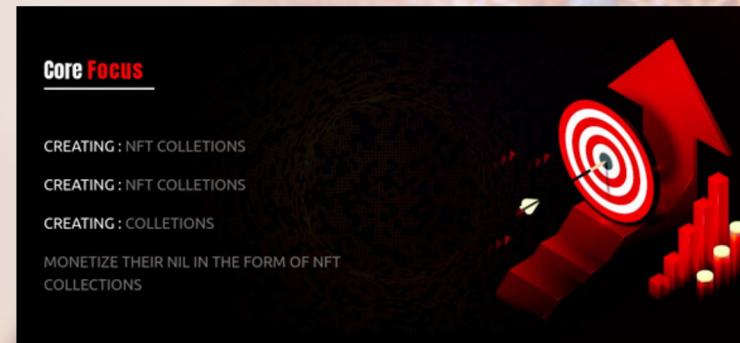
NFT SELLING APPLICATION



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Overview

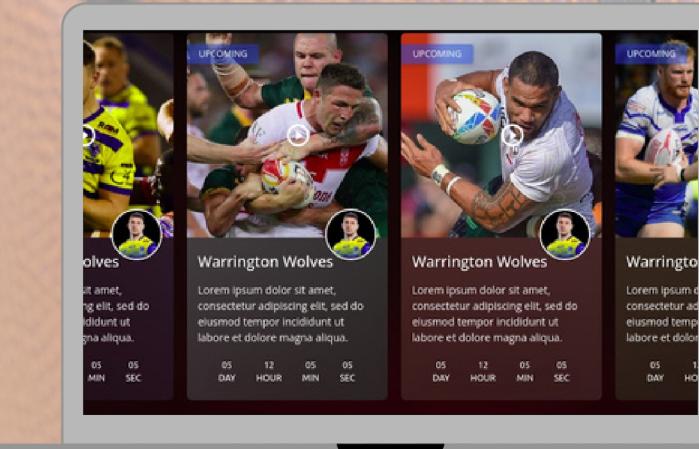
Our client wanted to sell the unique NFTs for high school-level renowned athletes. There are two modules of the application, the Admin and the Public. Admin module is mostly to control the visibility of the public site contents. Mostly the settings to manage the website content, athlete-specific sections to manage the athletes, and sections to push the NFT to the blockchain.



Client details

Location: USA

Industry: Sports



Technology details

- Node
- Express
- ReactJs
- Mongo db
- Solana block chain
- Phantom wallet
- Web3



Project feature view

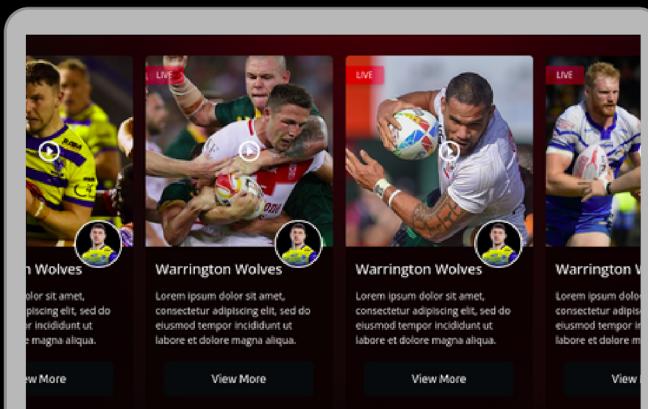
As part of the admin portal, client can onboard athletes at regular intervals.

Here are the features supporting the athlete onboard process.

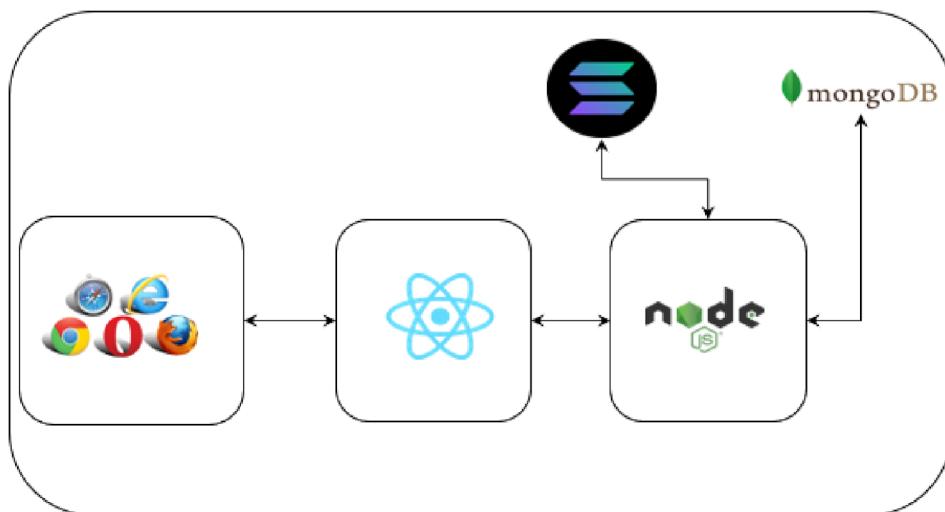
- Upload new athlete with their details
- Upload athlete's images and the regulations
- NFT videos
- NFT metadata, etc.

Along with the above, admin can

- Specify the wallet details from which the gas fees get paid while onboarding the NFT to the blockchain network.
- Define the athlete wallet which gets the royalty and percentage of the royalty after a successful NFT sale.
- Push the video and their metadata as NFTs to the blockchain network after they are uploaded. The system keeps the track of the smart contracts and the owner's details too.



Project feature view



The public module or website of the application displays the athletes on screen as well as their NFTs, bio, etc. It also shows the information of the seller such as about us, the team, the core value, etc. All these contents can also be controlled from the admin side.



For More Information

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