

The future of gaming will include blockchain

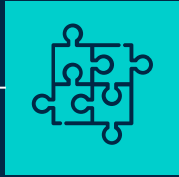
Players spend hundred of millions a year on in game items, skins and accessories, much of which they do not own...

Disclaimer

1. I am not a developer / programmer
2. Working alone was challenging but immersive



Goals



01

Work with a
new API



02

Analyze a Players
Set of cards and
price it out



03

Build an auction
marketplace for
GU Art

Goal 1 - Work with a new API

Objective: Find a new and compelling API in the blockchain gaming space

Originally I tried...

- God's Unchained API
- Tokentrove.com API for card pricing

Unfortunately that was a dead end

- The original God's Unchained API had been replaced just recently by Immutable X
- Tokentrove.com API was not functioning

So off I went to learn more about Immutable X...

THE FIRST LAYER 2
FOR NFTS ON
ETHEREUM

Zero gas fees, instant trades and scalability for games, applications, marketplaces, without compromise.

START TRADING

JOIN NOW



Goal 1 – Work with a new API

What is Immutable X? A Layer 2 solution that facilitates scaling and roll-ups!

IMMUTABLE X

A Limitless Exchange Protocol

The future of asset trading is digital. We're ensuring NFTs are traded in an open, decentralized ecosystem, secured by Ethereum:

- ✓ Zero gas fees for peer to peer trading.
- ✓ Set your own trading fees.
- ✓ No custodial risk; users keep their private keys.
- ✓ Massive scalability up to 9,000+ TPS.
- ✓ Not a centralized sidechain.
- ✓ Supports ERC-20 and ERC-721
- ✓ Secured by Ethereum. A true L2 inheriting security of L1.

IMMUTABLE X MINT

High Performance Minting

Fast-track your product with Immutable X Mint, a secure way to create and distribute assets on a massive scale.

- ✓ Create ERC-721 and ERC-20 tokens.
- ✓ Designed for single and bulk minting.
- ✓ Zero gas costs.
- ✓ Assets tradable instantly.
- ✓ Same security as mainnet Ethereum.

- ```

*
* Gods Unchained Player!! You own: 120 unique cards and 295 total cards.
* The estimated worth of your set is 0.3575 Ether which converts to $1493.55 USD!
*
* Your most valuable card is Neferu, Champion of Death worth $213.05 dollars!
* See this card here: https://card.godsunchained.com/?id=828&q=3
*
*
* Ethereum Wallet @ 0x1220e048b0174AD09A2ab8cadE8845f444d44E54

```

The background is a solid dark blue. It is decorated with various geometric elements: small squares in teal, orange, and pink, some of which are solid and others are outlines; and thin white vertical lines of varying lengths. These elements are scattered across the frame, creating a modern, minimalist aesthetic.

# DEMO



# Goal 3 – GU Art auction house

Objective: Allow for digital artists to further monetize their art through NFT auctions

- I got this working locally similar to MartianMarket
- I decided to take it to the next step and deploy on Ropsten with Truffle
- This ended up being a bad idea :(
- Contracts compiled successfully but Migrations kept erroring out

```
_initial_migration.js
=====

 Deploying 'Migrations'

error: *** Deployment Failed ***

'Migrations' -- invalid sender.

 at C:\Users\zarbi\AppData\Roaming\npm\node_modules\truf
 at processTicksAndRejections (internal/process/task_que
```

# Post Mortem - Lessons Learned

- Learning new APIs take quite a bit of time
- Most of my time was spent getting the data set built and cleaned up
- Didn't leave myself enough time to handle issues
  - Couldn't delegate or work in parallel
- Nice to go back to Python/Pandas and work with Blockchain/Solidity as well

## Future Roadmap

- Get Truffle working - Auction house is near ready!
- Historical prices and analysis of cards / sets
- Speed up price lookup
- Visuals / Dashboard of the data set

- “19 year old Vitalik Buterin, got fed up by Blizzard Entertainment nerfing his warlock character so he decided to create Ethereum, to stop centralization in gaming.”

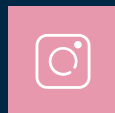
*I cried myself to sleep, and on that day I realized what horrors centralized services can bring.*

—Vitalik Buterin

Questions, thoughts or Comments?

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# THANKS



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