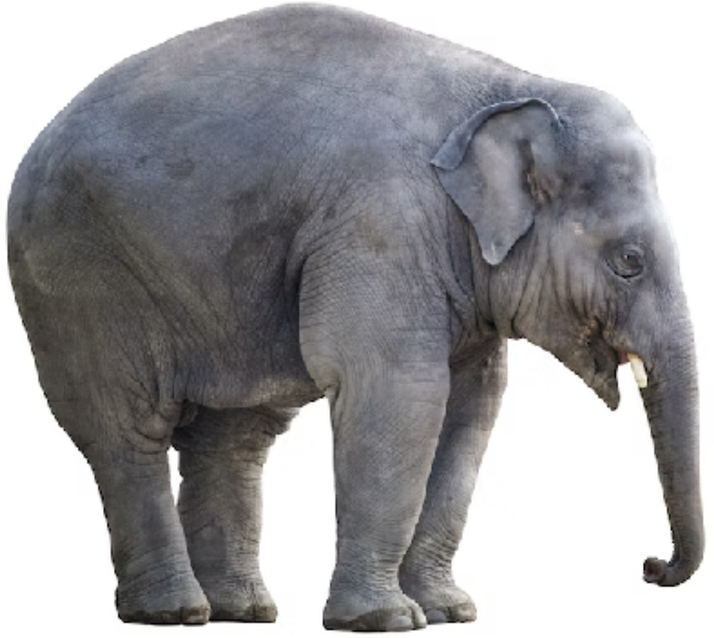
On-chain Gaming

Trustless! Provable! Betting! Cash parizes! Fun++++ ☐

New revenue streams for game developers! ☐



Blockchain is ☐

We have a Need for Speed...

The Problem

Blockchain is too slow for fast state updates.

And building our multiplayer on-chain game, Redline (redline.game), we found that building multiplayer games on blockchain is... really difficult ☐

The Solution

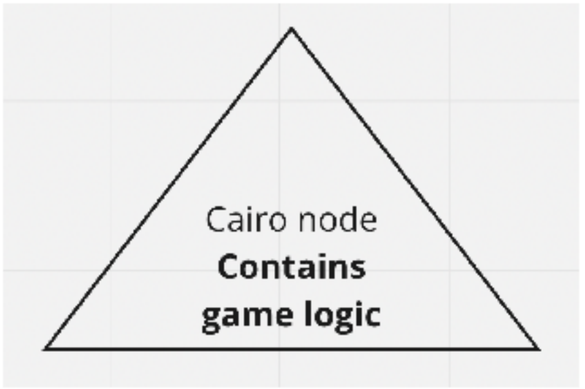
Thanks to the progress in ZK area, we have a solution...

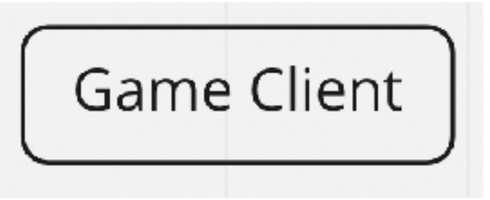
Trustless sockets!

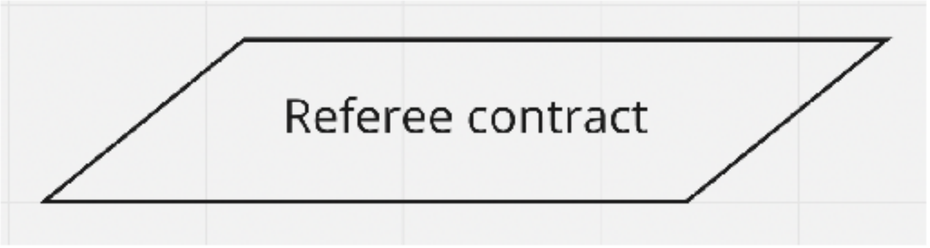
Having the core game logic in Cairo (cairo-lang.org) makes the execution provable and verifiable.

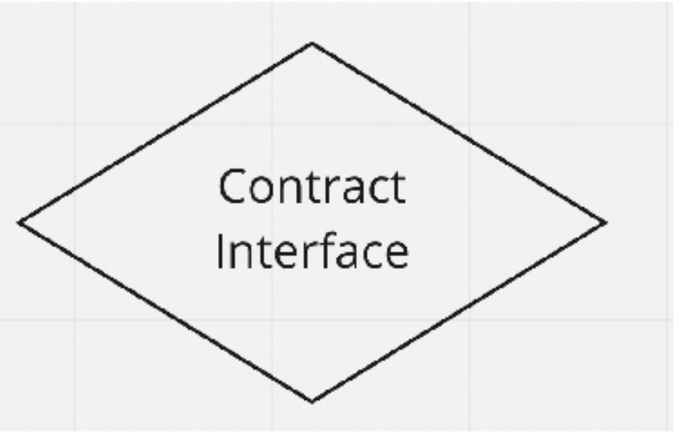
At the end of the game, final transaction will be pushed to StarkNet.

Here's what we need

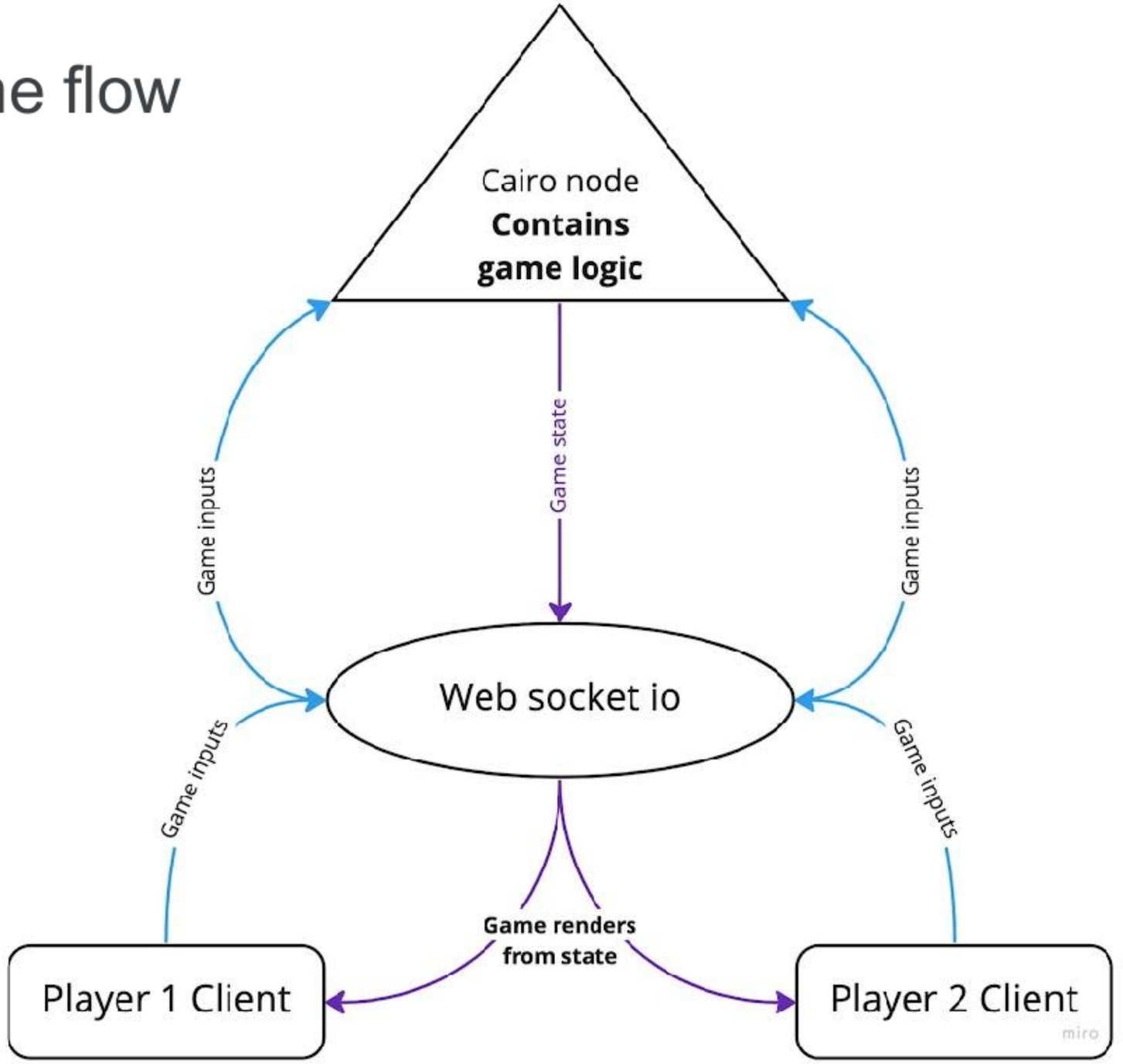








The game flow



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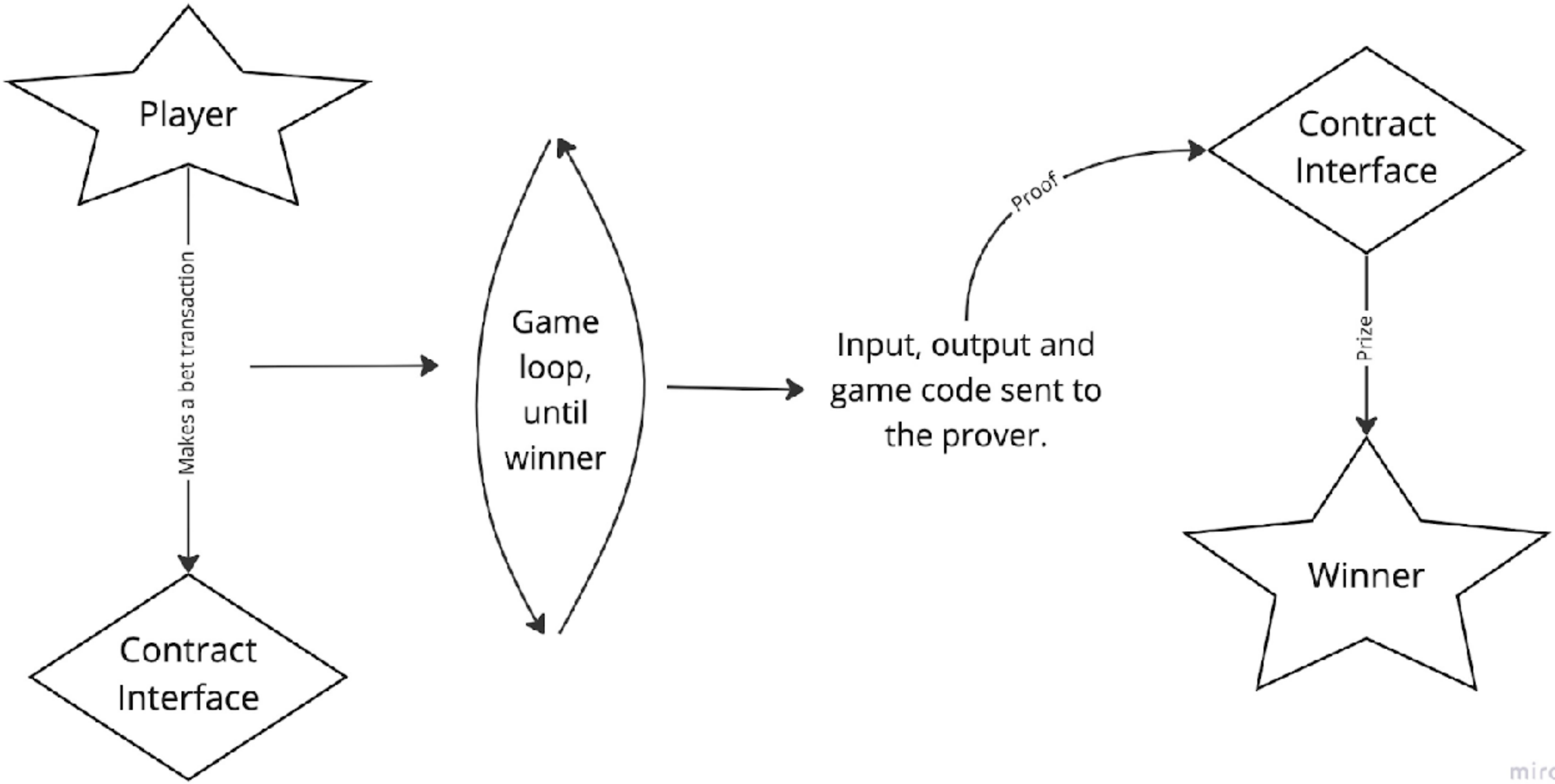

So what's ready to see?

TLDR: A bunch of excuses for not having anything to show. A plea to have a look again in 12 hours for something truly amazing.

My friends and co-hackers at StarkNet HackerHouse did warn me that the project is extremely difficult, one of them said that Websocket part in the name is just the tip of the iceberg (shows size with fingers and thumb) and the thing I want to do, the size of it goes all the way to the ground floor.

Also, I thought I was gonna have 3 days, but in fact it's not even 48 hours! Long story short I am certain I can build something to illustrate the experience of the whole thing. But I'll need 12 more hours to have something to see. If you found the idea exciting please revisit my entry (the link) in 12 hours I will make sure that you will not regret it.

Cheers!

Before we say goodbye...

Do you remember the first slide?

Yeah, the one with the elephant in it, now go back to it. And imagine it without the elephant, both the literal and figurative.

☐ You get the picture, right? That's how awesome this is going to be.

Here's the link to the entry

trustless-sockets.fun