



Crypto Game Development With CodeChain

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Introducing GoCryptobot

GoCryptobot



World's first blockchain mobile game for both iOS and android

- Android: <https://play.google.com/store/apps/details?id=com.kodebox.gocryptobot>
- iOS: <https://itunes.apple.com/app/id1357491624>

Run Mode and Upgrading Parts

In the run mode, you can earn coins as long as you run.

Earned coins are used to upgrade parts or to buy buffs that are helpful for the run mode.

Coins help you run farther and go to the next stages.



Buy & Sell Parts in the Market

If you match the color and/or the theme of your parts, you get extra skills. So you may want to match your parts to become stronger.

Here is the P2P Market . You can trade parts with other players at the market. But remember that GCC is the only accepted payment currency.



GoCryptobot Coin (GCC)

GCC is used to buy parts or to participate in PvP mode. You can buy GCC using in-app purchase or sending ETH or GCC to our ethereum wallet. **1 GCC equals 1 USD.**

When you buy GCC with ETH, we use Coinbase's exchange rate.

Also, you can withdraw GCC to your ethereum wallet, which later can be exchanged to ETH.



Win the PvP Mode to Get GCC!

If your parts reach Lv5, they are eligible for the PvP mode. You have to choose one team among the available four. Each team's score will be the sum of the points of each cryptobot, so the higher stat your cryptobot part has, the higher your contribution to the team. You are rewarded with GCC-exchangeable tokens and its amount depends on your contribution to the team.



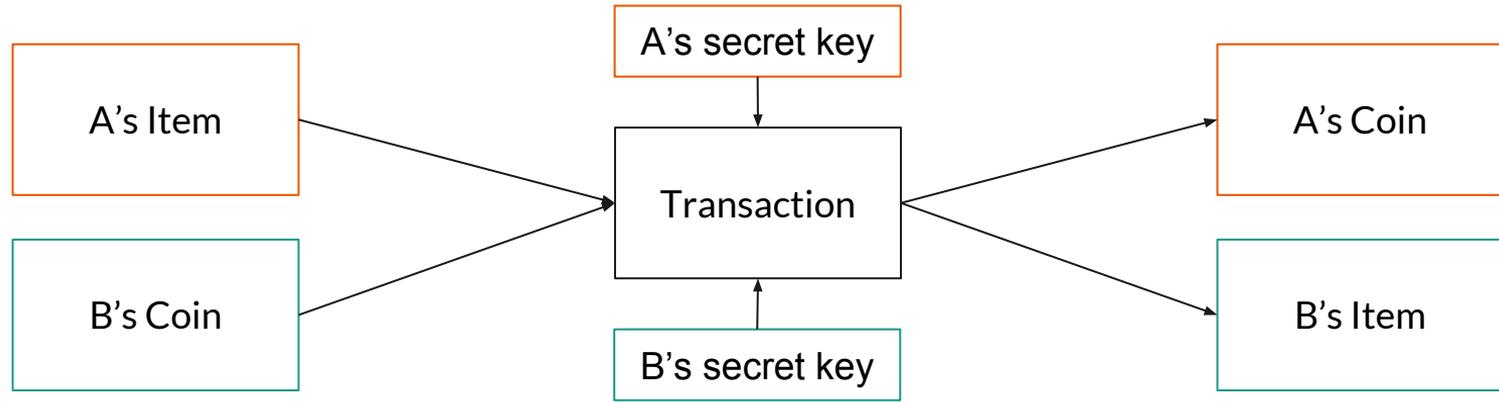
Blockchain Game Programming with CodeChain

CodeChain Script Language

- Stack based architecture for virtual machine
- Turing incomplete
 - No back jump allowed
 - Guaranteed termination
- Built-in support for cryptographic functions
 - Signature verification
 - Hashing

Requirements For Buy & Sell

- Item owned by users
- Exchange item between users

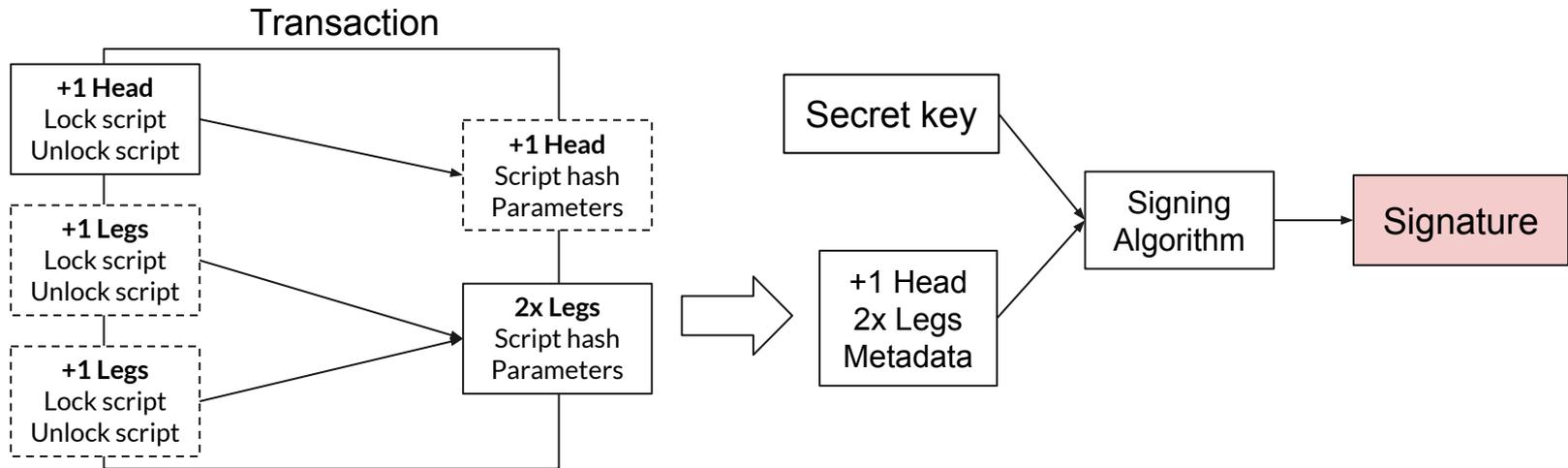


CodeChain Item Ownership

- UTXO with lock script
 - Anyone can use item with corresponding unlock script
 - Usually includes signature verification
- Asset identification with *AssetScheme*
 - Automatically registered by *AssetMint* transaction
 - Contains characteristics of asset

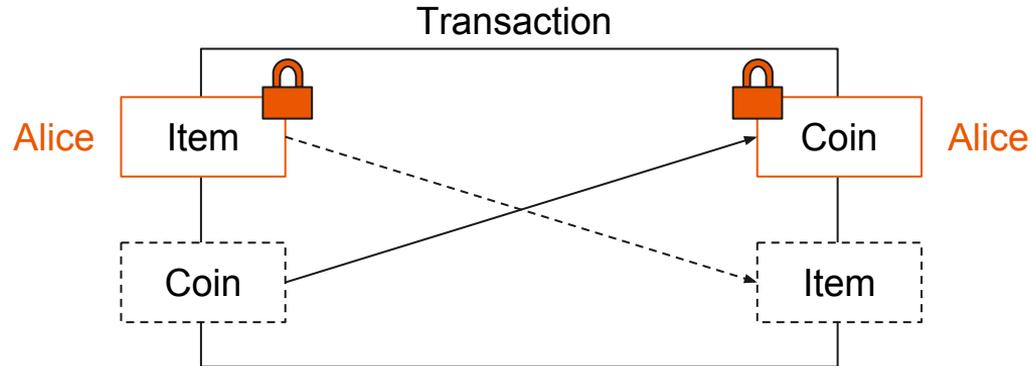
Signing Transaction

- View entire transaction as message, with some exceptions
 - Lock/Unlock script is not included
 - Can exclude specific input/outputs



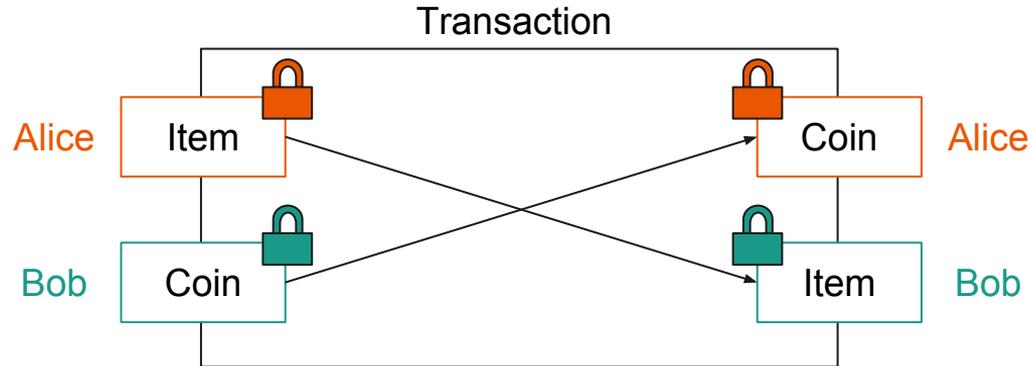
Selling Item

- Attach **selling item** to input, **receiving coin** to output
- Leave other input/outputs empty
- Sign only selling item, and receiving coin



Buying Item

- Attach **spending coin** to input, receiving item to output
- Sign transaction and propagate



Thank you

GoCryptobot

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<http://gocryptobot.io/>

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