KleverChain Hackathon 2022

Killing two birds with one stone

- Volume of transactions
- Profitable

DexBet will bring to the Klever Chain a huge volume of transactions and at the same time will be profitable like any gambling game (for the project owner).

Value to the user

DexBet will bring a Casino experience to the users where they can use his coins to bet, have some fun and also try to win some money.

We have an experience where the user can bet on a fair and secure game, fully anonymous, no login, no kyc need, he can connect only with his wallet.

The project will start with two on chain games:

- Dice
- Wheel Roulette

Problems to solve

As everyone knows the main problem of a new blockchain is having volume of transactions, DexBet has arrived to solve this problem with gambling games. We will bring new players to blockchain and each player will make a lot of transactions having fun on our game.

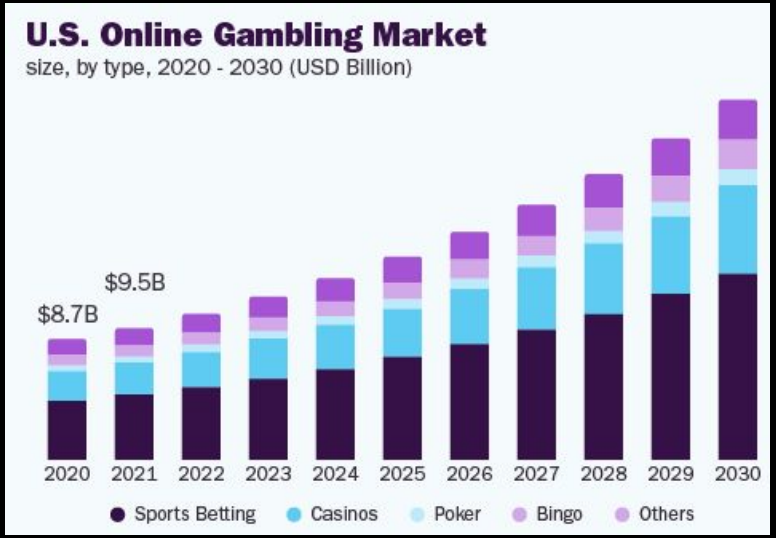
We were able to take advantage of the High Speed and Low costs on KleverChain to make a fast and fully optimized game totally on chain!

- On our Dice game the player needs to make a transaction to register his bet, and in case of a win another transaction is made back with the profit
- In roulette the situation is even better, the player can bet on up to 3 colors and thus generate 3 transactions, not counting the profit ones

The Gambling Market

Online Betting is a huge Market to enter, and this sphere combine directly with the cryptocurrencies where we are inserted.

DexBet is a perfect opportunity to be the first betting game in the KleverChain, and being first in anything as a huge advantage.



The project

Our project is a reliable, anonymous and fully integrated on-chain betting game. We communicate in real time with KleverChain and use the chain technology to achieve the impartiality of the game.

We use an event-based infrastructure where our backend has a websocket listening to the blockchain and our frontend another websocket listening to the backend.

In this way, we have a fast blockchain-synced experience for all users.

Our Dice System

A challenge that gambling games have is to prove that they are reliable, so we decided to create the best dice system on Klever Chain, in the future it can be easily turned into a Kapp.

To generate our random number we use the hash of the block that the user transaction arrives plus the random seed of the block, then we transform the hex to decimal and then we modulum the amount of numbers we need for each game.

With this we have a verifiable random random number fully generated on the blockchain.

Integration on KleverChain Environment

We are fully integrated on KleverChain, since the start, to connect on the game the user will need to use KleverChain extension or Klever Browser (in the future).

It all starts when the user makes a transfer to our game wallet, passing the information about his bet, such as Game, Options and Number, on the transaction Data. All this in an optimized way, spending the least amount of bytes possible.

Our backend has a websocket listening to the blockchain receiving all transactions to our address.

When the bet arrives we generate a random number and check the inputs, in case of a win we calculate the user's profit and make a transaction back to the user's address.

Our roulette rules are totally based on the number of blocks, the first three blocks are open for users to place their bets, in the fourth block we close the bets and start spinning the wheel, in the fifth block we process all the transactions that fell in the previous blocks and we pay the winners.

Every block multiple of 5 we use to process transactions, so we always guide ourselves from them, when users enter the roulette screen we receive the information of the blocks via websocket and use this to synchronize the spin of the roulette, making each users have the same experience and be able to bet in sync with the blockchain.

Thanks for reading!

Winner winner, chicken dinner!