

Decentralised games

Decentralised gaming is a major potential area for blockchain adoption as dApp-powered games create room for innovation, enabling entirely new gameplay dynamics.

Gaming has been a popular area for dApp developers for some time now. As a result, games account for a substantial share of the decentralised application segment, and several gaming dApps are among the [top 10 most popular dApps](#).

The arrival of dApps came as a challenge to the status quo of the traditional videogame industry. While in traditional games, money spent on skins or items is locked in within the game, in dApp-based gaming, each item and character belong entirely to the player.

As a result, players can freely trade those items outside of the game and even use them in other games. The use of blockchain eliminates the grey market for these items, making the game economy more transparent and accountable.

We encourage developers to create exciting and engaging gaming dApps.

Examples of games that could be developed:

- Checkers
- Chess
- An analogue of [CryptoKitties](#) or other games popular in the crypto space
- Decentralised analogues of other popular video games that operate under a centralised model
- dApp versions of popular board games


Waves tools to be used:

- Smart Contracts
- Waves Keeper



Timeframe

1-6 months

 Final result

Completion of work can be proven by:

1. A workable version or demo of a gaming dApp powered by smart contracts.
2. A detailed illustrated manual for using the dApp on a separate landing page or in a Medium post.
3. Source code on GitHub.

The goal of this description is to outline possible approaches to this objective. Maintaining these guidelines is not mandatory. You are welcome to come up with your own ideas for implementing this task.

If you have your own approach to solving this task or ideas/preliminary work, please apply and we will consider your solution.