The Button
Whitepaper

Introduction

Smart contracts on the Zilliqa blockchain platform allow you to create decentralized applications with low fees and fast transaction processing times. This project is designed to demonstrate the capabilities of the Zilliqa blockchain, train users to work with decentralized applications and the ZilBridge cross-chain bridge.

Description of the game

The Button game is a smart contract on the Zilliqa blockchain platform. The game works in a fully automatic manner and does not have an element of randomness.
The contract has two main functions:

1. Push the button
    – When this function is called, the sender's address is written into the smart contract state and the final and expiring block heights are set, after which the sender will be allowed to collect the winnings. If/when the expiring block height is reached, the game will restart and the winnings remain in the stack.
    – The number of tokens required to participate in the game is transferred from the sender's address to the smart contract address and added to the stack size.

2. Collect the winnings
    – If the sender's address is recorded in the smart contract state and the current block number is in the interval between the request and expiration blocks recorded when pressed, then part of the tokens from the stack are transferred to the sender's address and the game is restarted.
    – As well as additional functions of the operator of the contract for the ability to change the parameters of the game and top up the stack. The configurable parameters are:
        • Delay until request block
        • Delay before expiration block
        •The percentage of the stack that goes to the winner
        • The number of tokens required to participate in the game

Research

The main goal of the project is to draw attention to the Zilliqa Ecosystem, as well as to study the involvement of people in time-dependent games with elements of competition.

This project is not a gamble, as it completely lacks an element of randomness and victory is determined only by the collective actions of all participants in the game. All the rules of the game are defined by a smart contract and the creators of the project have the ability to vary the parameters of these rules to achieve maximum enthusiasm and interest in the game. High engagement coupled with the distribution of tokens to users of the cross-chain bridge should help the development of all projects and create wider recognition of the Zilliqa blockchain.

Tokenomics

The Button token is the main token of the Button game.
Initial supply is 100,000 buttons.

1. 30,000 buttons used to create initial liquidity
2. 30,000 buttons are distributed among the project team as an initial reward and can be used by the team, including to participate in the game
3. 10,000 buttons were added and added to the initial stack
4. 30,000 reserved for marketing operations

Bridge Airdrop

Every day for 6 weeks, tokens are distributed by direct minting to the wallets of users who moved funds across the bridge in the direction of ETH -> ZIL
The number of tokens issued may vary depending on the number of participants and market conditions.

LP Rewards

Every week, 2000 buttons are distributed to users who have provided liquidity to the pool.
The distribution takes place 2 times a week at a random time automatically by direct minting to the purses of the liquidity providers.
The team reserves the right to issue additional emissions for the development of the project.

Road map

Stage 1
    1. Launching the main game
    2. Launching the distribution of tokens to bridge users
    3. Launching the liquidity reward program

Stage 2
    1. Adding additional games using the token
    2. Expansion of the site functionality (chat, integration with other projects)

Command

The project team is an anonymous group of professional developers.