

Heisen Game Chain

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Introduction

Gaming is one of the most popular forms of entertainment in the world. Over the years, gaming has branched into many categories including mobile, console, PC, virtual reality, augmented reality gaming and so on. The audience for gaming has grown multi-fold thanks to the accessibility of mobile games as well as the advent of reliable internet bandwidth (on a relative basis, compared to two decades ago).

Heisen Game Chain is an attempt to provide a multi-faceted, decentralized platform for game publishers and gamers. This platform will utilize the QuantumCoin blockchain in multiple ways. Heisen will be a token on the Quantum Coin blockchain for enabling the game chain platform. Further sections will detail how the Heisen token can be used in this platform.

Game Contests

Game Publishers need users and an audience, while gamers like to play good games. Using the Heisen Game Chain, game publishers and developers can run contests for their games. The incentive for gamers to play these games can be as simple as the sheer joy of competition or just playing the game. Game publishers and developers can also offer items such as (but not limited to) coffee cards, gift cards, recognition, awards, memorabilia, T-Shirts and Heisen tokens to gamers for playing games and winning contests.

Note: Betting and Gambling related games will not be encouraged on the network and will not be supported to the extent possible in a decentralized network.

Game Global Leaderboard

One of the joys of playing games is to compete against other players or track game progress in terms of points, in-game scores and so on. Today, there is a lack of a global leaderboard where gamers can track their scores, points, success and compare them against others worldwide, that works across devices and game-store platforms. Heisen Global Leaderboard is a decentralized system that game developers can integrate using provided SDKs, in their games. Gamers can then use their Heisen profile to play games and track their progress in the global leaderboard, in a social setting (such as competing with friends). Game publishers benefit because of the

increased usage of their games and additional visibility from the global leaderboard. The leaderboard can be tracked across gaming devices such as consoles, PC games, mobile games and so on.

Game Store

Heisen Game Store as the name suggests will provide a decentralized store for game publishers to distribute and sell their games. Today, there exists many centralized stores for PC, console and mobile operating systems wherein as much as 30% of the game cost are taken by the store providers. Game publishers also have to deal with different integration options for each game store. Heisen Game Store is an attempt to provide a decentralized store for all device categories, connecting game publishers and players.

Game World

Heisen Game world will be a decentralized app that will be connected with other parts of Heisen such as game contests, leaderboards, stores. For example, gamers can share their leaderboard scores, comment on their game play and socialize with other gamers and their friends in a social setting. Game publishers can introduce their new games in this app and get early feedback and so on. Game World will be yet another part of Heisen that brings together game publishers, gamers and their friends together.

In Game Purchases

Heisen can also be used as a common token across games to facilitate in-game purchases such as game assets, unlocking of levels and so on. Using a common token that works across games and devices to facilitate in-app purchases helps gamers and game publishers immensely.

Actors and Entities

Game Players

Game Players are the fundamental actors in the Heisen Game Chain. They play games, share leaderboards, and take part in game contests. Game players can also socialize in the Heisen

game world. Players can either use their real world persona or create a virtual persona for their game play and socialization.

Game Publishers

Game Publishers and developers are entities that develop and publish games. Game publishers can utilize the various features of the Heisen Game Chain to attract new players to buy and play their games and increase game time.

Network Enablers

Network Enablers are the fundamental entities that are needed to run the Heisen Game Chain. This includes validators, storage providers, store providers, web service and API providers. Most categories of network enablers need to use the Heisen Token to become an enabler. Network Enablers can get more Heisen Tokens by becoming a network enabled and running the game chain.

Mediators

Mediators are entities that provide witness and other mediation services; for example they can resolve disputes between gamers and game publishers for disputed game contests. Game publishers can select specific mediators for their contests. Mediators are typically expected to provide their legal business name and other details as required. More details on mediation will be covered during subsequent implementation of the Heisen game chain.

Disclaimer

Quantum Coin is a community driven project. All visions and projects are aspirational. There is no value attributed to anything. All projects are community driven and there is no guarantee of delivery. QuantumCoin and Heisen are not intended to be, or to be the subject of, an investment opportunity, investment contract, or security of any type.

Appendix

1. Quantum Coin: <https://QuantumCoin.org>
2. Quantum Coin vision paper: <https://quantumcoin.org/whitepapers/Quantum-Coin-Vision-Paper-latest.pdf>
3. Quantum Scan : Quantum Coin block explorer: <https://QuantumScan.com>