Play for Privacy - Support #55

Play for Privacy (P4P) log

17.02.2017 09:41 - didi

Status:	Ongoing		Start date:	
Priority:	Normal		Due date:	20.02.2017
Assignee:	leantom		Estimated time:	0.00 hour

Description

Initial proposal

Naming

City Gameboy is probably not the right term. I was thinking about *City Slot Machine*, but it isn't a slot machine either. What is it? How were those devices named?

Bidding

There's a bidding timeslot (something between 1 and 5 minutes?) before every game run.
The website always shows either a countdown for the next bidding slot or the bidding interface.
The bidding interface includes a live stream of incoming bids, similar to the incoming transaction stream on Blockchain Explorers.

Proposal 1

Simple auction: whoever bids most gets the next game slot.

Proposal 2

Random selection: The bid contains a fixed amount (e.g. 0.1 Ether).
After the bidding timeslot, a bidder is randomly selected (using [randao](#) ?).

Proposal 3

Combination of 1 and 2: The bidding amount can be selected freely, choice is made randomly, but based on the bid weighted amount.
Thus somebody bidding more has a higher chance of getting the next slot.

Comment

I would slightly prefer proposal 2, however without id authentication this can be gamed by somebody bidding more then once, essentially resulting in the same outcome of proposal 3 - except that honest bidders are disadvantaged.

Fund allocation

In order to show the power of smart contracts, we could make that a bit fancy. For example:
Initially, 30% (?) of funds are allocated for covering cost. Those are again split up among the people contributing to the project and ongoing expenses. E.g. a small amount for the server hosting the web application and a small amount for Kunsthaus for electricity (whatever - if they want it).
The retribution for the one time cost (development) could be capped, such that it doesn't become a rent like payment. The cap may however be above the cost (e.g. +100%) to compensate for the risk of not getting any/enough compensation.
Once the contributors are paid out, this 30% are reduced, probably to <10%.
The remaining payments go to charity. Here we could add an option for every bidder to choose one (default: random selection).
We may check a cooperation with [Helperbit](#) for getting the donations to their destination.

The point to be made is that all this claims can be made transparently, because it's coded. I'd propose a subsite *how this works* where the contract code is shown and explained to non-devs line by line / function by function. With link to the Blockchain Explorer where one can verify that's what's deployed.

Web application

I think the game should play in the browser in realtime, with the webcam view added as in a passive manner (as it will lag behind).
To be continued

Subtasks:

Feature # 56: Create project description for Kunsthaus **Closed**

History

#1 - 17.02.2017 16:24 - leantom

Names: Play your City, Light City Games, City2Play
What are the challenges for a platform to be used for all sorts of possible Light-Games?

- Payment - what currencies, how to get as many possible users,
- Resolution Variation
- Marketing
- Bidding

BlinkenLights ... deutsches Projekt

Team:
Applikation für die Fassade
Webapplikation bauen
Bezahlung / Bidding einbauen

#2 - 17.02.2017 20:08 - didi

- Subject changed from City Gameboy to Play for Privacy (P4P)

Log of today's kickoff meeting (Thomas, Matthias, Didi)

Basics

Name: **Play for Privacy**
This was after deciding that donations should go to an organization fighting for online privacy. Is a better fit then generic charity.

Essential ingredients:

- A Game
- Remote control a physical installation in a distant city
- Crypto Currency / Blockchain
- Support Privacy

Initially, we use a single-player game with leader-board.
Slot allocation: Proposal 3 (payment weighted random selection) (todo: do we have consensus about that?).
Funds are split between compensation for project participants (todo: consensus? or donation only at first?) and *AK Vorrat* / now epicenter.works (they fight against online data retention).
Web App should be fully functional in normal browser, can contain extended functionality in Dapp supporting environment.
The site give visitors without Bitcoin or Ether a bit of assistance / guidance.
Assuming that the delay of the webcam stream will be too high (I estimated 2s+ for a distant user), the webcam view will not be the primary display for the player. But it should be visible while playing (proposal Matthias: ghost style background). Also consider the possibility of fog blinding the webcam.
Outside of playing times the site shows a countdown.

Components

user journey | everybody
UX / design / Illustration | Verena
Web Frontend | Matthias
Backend: Max MSP (this?) | Matthias, Didi (some optimization needed)

Facade App | Matthias
Blockchain: Smart contract (opt. btcrelay) | Didi
Game: Open Source? The printer game (todo: link)? Consider resolution! Talk to [Rarebyte](#) (Rainer Angermann) | Thomas, Matthias
Domain: p4p.?, playforprivacy, play-for-privacy, play4privacy (some options: .live, .lol, .ooo, .show, .xyz, .cool, .one) | Didi
Crypto money: cooperate with Coinfinity? | Didi
Webcam: Kastner may not be an option (trees). wide angle cam on trees? [bixcam](#) has too low framerate. Can they increase it (talk to reinisch.at) | Matthias
PR | Thomas
PM | Thomas

Future options

Multiplayer: one on one or even team vs team.
Support for other physical installations, e.g. Uniqa facade in Vienna.
Other forms of revenue split, e.g. to lab10 coop.
Winner of a round (what is a round? 1 evening?) can win more then the fame of leading the leader board. E.g. decide about something (e.g. custom message to the facade?).

Next steps

Goal: have a [minimum loveable product](#) by the end of March.

Didi: Prepare a textual description for Kunsthaus. What, why, how. (Privacy, Live remote control, Blockchain).
Matthias: Montag call mit Mrs. Kunsthaus (what's the name?)
Thomas: Create a Slack channel, be annoying if needed.

#3 - 17.02.2017 20:09 - didi

- Project changed from BlockchainHub to lab10

moved issue to lab10 proj

#4 - 20.02.2017 00:26 - didi

- Status changed from New to In Progress

- Assignee set to leantom

Textual description: [link](#)

#5 - 06.03.2017 16:17 - didi

- Project changed from lab10 to Play for Privacy

#6 - 07.03.2017 10:08 - didi

- Subject changed from Play for Privacy (P4P) to Play for Privacy (P4P) kickoff

- Status changed from In Progress to Closed

#7 - 07.03.2017 11:07 - didi

- Tracker changed from Feature to Support

- Subject changed from Play for Privacy (P4P) kickoff to Play for Privacy (P4P) log

- Status changed from Closed to Ongoing

A short meeting for defining work packages took place yesterday @lab10 (Thomas and Didi).
Next meeting with Matthias and Verena: Wednesday. Talk about the work packages, get a bit into detail where needed, discuss means of communication and timeline, discuss who else may be invited (e.g. David, Markus, Andreas).

#8 - 07.03.2017 11:13 - didi

- Description updated

#9 - 28.04.2017 21:01 - leantom

Meeting on next steps to develop MVP. Preparation for meeting with Kunsthaus 4.05.2017