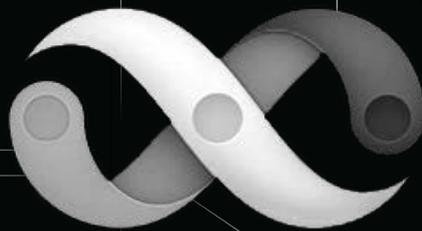


GPLAY STUDIOS

Powered by Etherlite



EtherLite

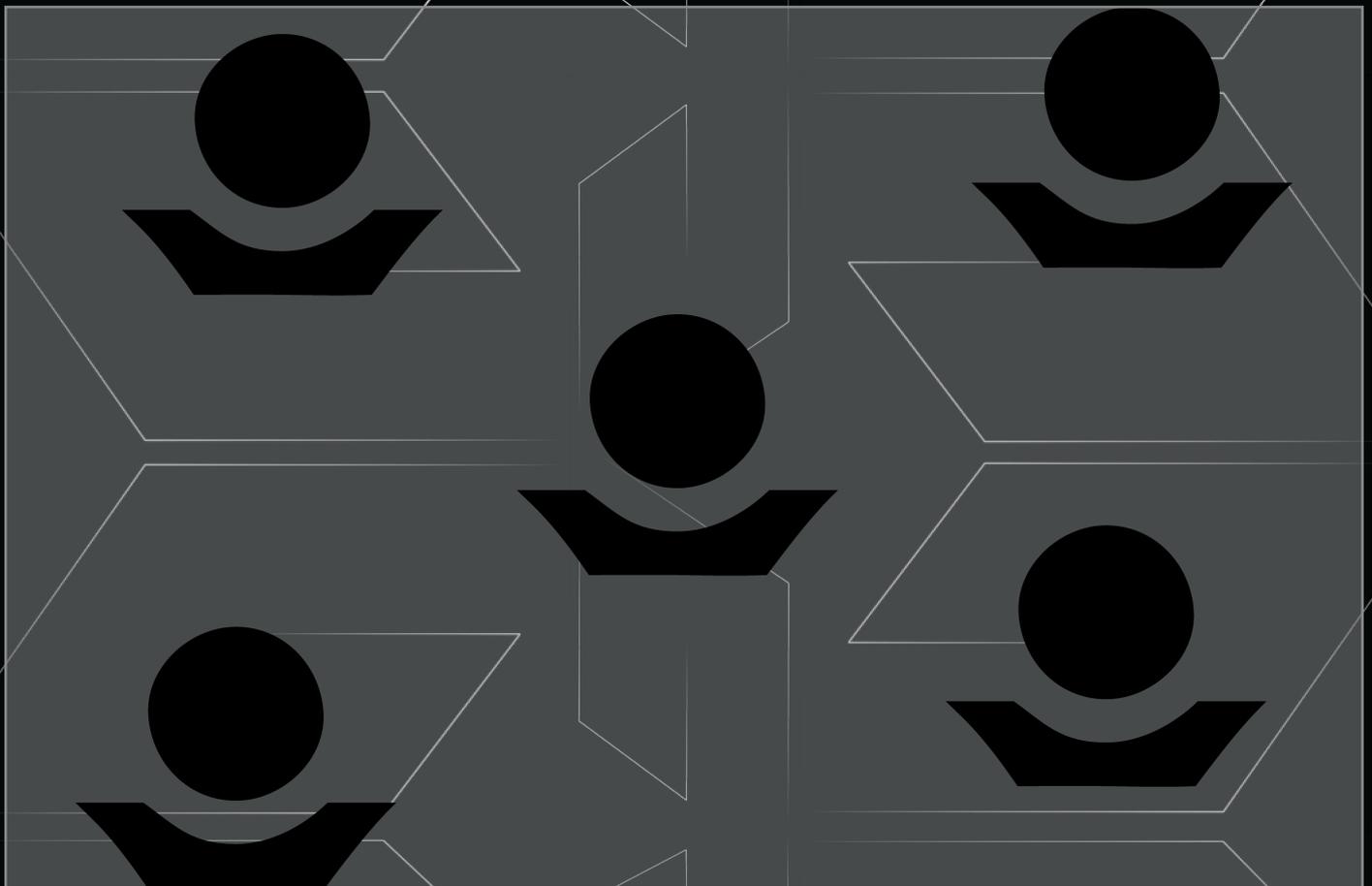
PLAY

What is GPlay?

GPlay is a service that will utilize the Etherlite blockchain to allow gamers to exchange and earn cryptocurrency. One of the main goals of this service is to spread the use of the Etherlite network, and make Etherlite the go-to currency for gamers. The games provided by the GPlay service will serve as an incentive to actively use Etherlite. The other is to actively spread the use of cryptocurrencies globally as the service grows. This platform will allow for Etherlite to get more notice as cryptocurrencies become more widespread, and possibly make it a staple currency.

GPlay As A Service

GPlay's platform will work to connect gamers globally and provide an easy to use blockchain application. The two main services of GPlay will be games and it's own blockchain application. Firstly there are the games, wherein players will stake their cryptocurrency and compete for earnings. Early on the games will be those that are simple and widely known, until GPlay grows as a platform and can support larger games. The games will be created by GPlay and work in a web browser. Second is the blockchain application. Most people who have delved into blockchain understand the difficulty associated with getting started on it. GPlay will aim to make the introduction into blockchain more smooth, and help avoid any mistakes and safety issues. Overall, GPlay aims to make gaming safe, profitable, and fun for all, whether beginner or veteran.



About Etherlite

EtherLite is a blockchain platform built for efficiency; it provides a fast, secure and cheaper environment for building decentralised applications. It is fully compatible with Ethereum's tooling and Web3 technology stack and it runs on a PoS consensus algorithm.

While Ethereum 2.0 (Serenity) will bring Proof of Stake Sybil control and many other innovations to the Ethereum ecosystem, the completion date is currently unknown. The Etherlite-POS protocol provides an immediately available scalability solution for Ethereum 1.0, creating the opportunity for delegated staking, high transaction speeds, and low transaction costs.



GPlay And Etherlite

GPlay, as mentioned earlier, will run on the Etherlite network. The goal is to further spread the use of Etherlite and make it a staple. The reason for this is that Etherlite provides fast, secure transactions. Not only is it fast and secure, it also provides a very large throughput. This allows for smooth and consistent transactions. On top of that, gas fees are incredibly low, making it more worthwhile to do smaller exchanges.

Etherlite maximizes profit for both ends, and is also less error prone than Ethereum, making more people open to using it. It is also compatible with existing smart contracts and tools used for the Ethereum blockchain, upgrading performance and lowering costs. Once you're done on the GPlay platform, the interoperability of Etherlite will allow users to transfer or trade their assets or coins from one chain to another. The user experience when utilizing Etherlite is incredibly clear-cut and straightforward.

Road Map

Account Creation

Users will soon be able to create accounts for the purpose of identification, tracking their transactions on the site, and eventually for ranking and matchmaking.



More Simple Games

As the site develops past the demo phase, there will be more simple games available for users to play, both against AI and other users.

Hosting Tournaments

Once the number of users exceeds an acceptable number and servers are better developed, tournaments will begin to be hosted occasionally, accounting for differing skill levels.

Blockchain Application

GPlay will aim to reduce the complexity of getting started with blockchain, so that users can focus on what matters to them: playing and earning.

NFT Tickets

NFT tickets will serve as a play pass and incentive to purchase NFTs. They will provide the owners with passive income, and allow for higher stakes when playing.

Larger PvP Projects

Larger PvP projects, those requiring more time and funding to run, will be developed later down the line.

