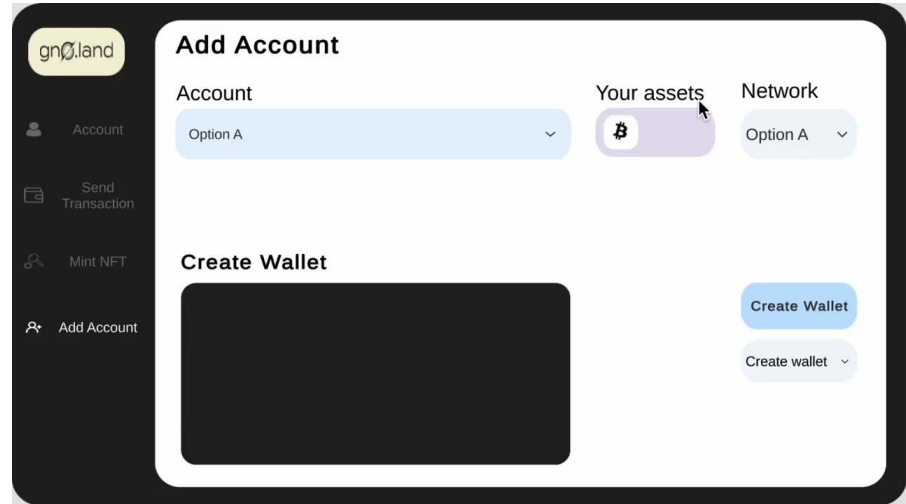


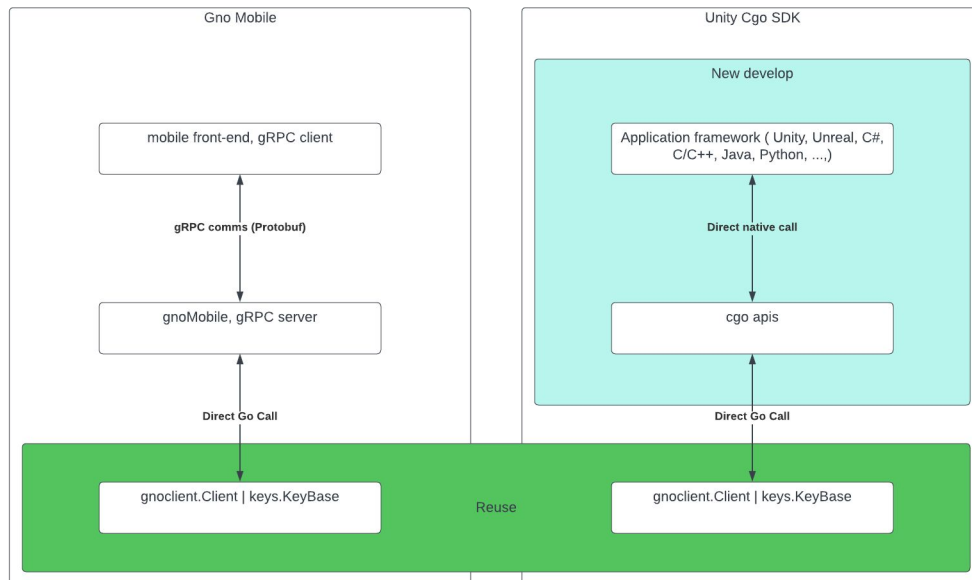
UNITY SDK UPDATE

Unity SDK has updated the new interface and implemented functions including add account and get balance from testnet.



GNO UNITY SDK & GNO MOBILE

Unity SDK can fully reuse the same GnoClient APIs as with GnoMobile. We will reuse the gnoclient source and add a class to convert Go's type to c++ so it can be used with the C library.





UNITY SDK FOR GNOLAND

1. API client consume smaller memory storage capacity (16MB for macOS)
2. No overhead for serialize data and deserialize when transfer data in network. => Uses less power on mobile devices
3. Wider hardware compatibility:
 - a. Can run on desktop without any modification
 - b. Game consoles and embedded devices (such as in PS, Nintendo, xBox, Automotive Games)
4. Compatible with other languages as most programming languages and frameworks today support native API through c++
 - a. support more language - rust,...
 - b. speed
5. In the future, after developing with Unity, we will make an SDK for Unreal (support more big gaming project that require high performance optimization)
6. Improve security when calls are made within the program process (private memory), not depending on the network.
7. Not only client, using cgo we can bring gno node run on mobile and embedded devices.