

DEVELOPER GUIDE · ENGLISH EDITION

CARDANO ● CROWDFUNDING

Building Crowdfunding Applications on Cardano

A practical, entity-neutral guide to crowdfunding smart contracts and complete applications with Aiken, Lucid Evolution, React and Blockfrost

30 chapters

12 labs

8 diagrams

Aiken · Plutus V3 · Lucid Evolution · React · TypeScript

Developer education for any eligible entity · October 2026

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Read this first — the architecture, the promise, and the limits

What you will learn

Choose a path

Reader's evidence portfolio

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Chapter 2 — What belongs on-chain and what does not

Chapter 3 — eUTxO fundamentals for crowdfunding developers

Chapter 4 — Freeze one architecture before writing code

Chapter 5 — The repository and pinned toolchain

Part II — On-chain campaign architecture with Aiken

Chapter 6 — Typed datums, redeemers, and schema parity

Chapter 7 — Thin wrapper, focused checks, strong invariants

Chapter 8 — Launch a campaign: nonce, policy, state token

Chapter 9 — Discover campaigns without turning the index into authority

Chapter 10 — Supporting a campaign: contributions as UTxO evidence

Chapter 11 — Choose the reward model deliberately

Chapter 12 — Cancel: authorized `Running` → `Cancelled` state change

Chapter 13 — Finish: reach the goal, pay the correct account, preserve state

Chapter 14 — Refund: the contributor must get their ADA back

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Chapter 16 — Creator, beneficiary, platform and admin authority

Chapter 17 — Deadline, goal, fees and economic invariants

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Chapter 19 — A detailed launch and support choreography

Chapter 20 — Query, hydrate and refresh chain truth

Chapter 21 — Metadata, IPFS and campaign identity

Chapter 22 — Platform configuration, wallets and providers

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- Lab 2 — Build datum and redeemer golden vectors
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- Lab 6 — Model exact reward inventory (optional Model A)
- Lab 7 — Cancel without losing the state token
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- Lab 9 — Finish with complete settlement evidence
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- Chapter 26 — Six campaigns, one verified blockchain pattern
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Appendix A — Compact parity and lifecycle cards

- General baseline card
- single-operator case-study card (source observed)

Appendix B — Reference sources and version policy**Appendix C — Glossary****Closing — What successful learning looks like**