

# ESPORTS DATA ANALYSIS & TOURNAMENTS MANAGEMENT SYSTEM

## BUSINESS CASE

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### YOUR BUSINESS:

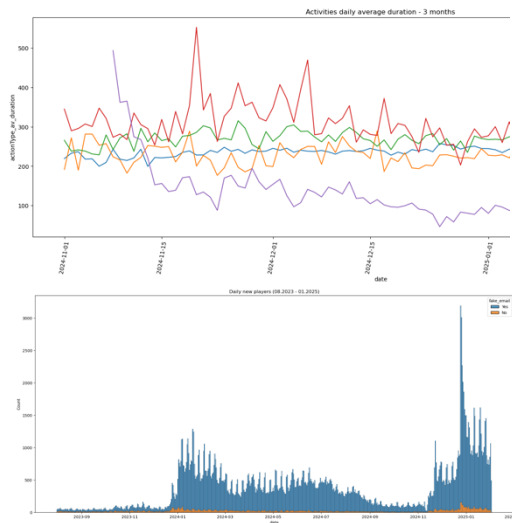
- You run Esports and tournaments management platform with computer or VR games
- You need to have visibility about players data and statistics
- You need to have game modes statistics and details how players engage with them
- You need to have dynamic leaderboards
- You want to run real-time tournaments with matchmaking and dynamic brackets

## SOLUTION

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### IN4COM OFFERS:

- Esports and tournaments management platform with APIs
- REST and Web Sockets (real-time scenarios) APIs
- Collect information about players and their game statistics and achievements
- Build player cards with their main game data, achievements and statistics
- Collect information about game modes and players' journeys during game sessions such as start, duration and parameters of the game mode
- Build dynamic leaderboards for game modes and tournaments
- Implement custom points calculation systems
- Use rating systems such as ELO, GLICKO etc. for players skills assessment and matchmaking
- Build data analysis system aimed to understand players behavior, game modes popularity, detailed statistics of all game modes, issues which are not visible from game user interface to optimize the game, find bottlenecks and increase players satisfaction
- Use classic REST API to store and fetch data
- Use real-time Web Sockets API for dynamic matchmaking and tournaments management



RANK	PLAYER	COUNTRY	POINTS	CARD
1	kenten0		1,992	»
2	Skyfox212		1,625	»
3	Chewypiano22		1,624	»
4	Dscams		1,070	»
5	gebu75		936	»
6	SuperWhiteCat		915	»
7	Crocodileous		885	»
8	ShruggingAtlas		883	»
9	iuseseppe		781	»
10	masters.2023		760	»

## COMPANY

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### WHY IN4COM:

- 15+ years of product management experience in telecommunications, banking and e-commerce
- 30+ years in IT and data management
- We are open to different cooperation models with customers, vendors of compliment systems and systems integrators