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eSports Tournament Platform

(under NDA)

BRIEF RECAP

The client wanted to update his existing project - an eSports Tournament Platform, where each amateur/semi-pro player who is passionate about Dota2 or CS:GO can compete in stake-to-play challenges with moderate entry fees, and get tons of emotions while playing and winning real money in your favourite game.

MAIN CHALLENGES

The main challenge was to update the system to the newest industry standards, thus we've built the microservice which implements backend for frontend pattern, and applied various modular systems responsible for analytics, notifications, newsletters etc.

Our team has integrated various payment providers' APIs (deposit and withdraw payment for players), and added payment ruling systems.

The Matchmaking systems were reassembled with proper custom matching and scoring modules augmentation linked to the newest SteamAPI version.

Also, the Platform itself was completely refactored and optimized by migrations from PHP legacy backend to Golang/ REST API to GraphQL, and monolithic application architecture was changed to GRPC-connected micro services.

SOLUTION

The "eSports Tournament Platform" provides gamers an easy way to compete and increase excitement while playing their favourite esports titles.

The players can choose from various matchmaking modes (1v1, 2v2, 5v5, dedicated servers for official tournament games).

All the players can talk and socialize either via Live Chat or Public/Dedicated Groups.

Also, the "Prime" micropayment service was added in order to provide access to a variety of exclusive tournaments with higher prize pools.

HOURS SPENT
2000+
(WORK IN PROGRESS)



GOLANG, PHP



REDIS, POSTGRES SQL,



AWS, SENTRY



GRAPHQL, DOCKER,



GRPC (PROTOBUF),



PROMETHEUS,



ELASTICSEARCH,



NOMAD

TECHNOLOGIES