Background

I intend to create a Viewer Reward Currency, which will reward members of a streamers community. For their time spent watching streams and chatting in discord and twitch. Further rewarding them for donating and subscribing. The main improvement over similar systems is the ability to have discord and twitch accounts linked. Along with the introduction of a web api where bots will be able to modify user balances, once authorised by the currencies owner.

Similar to existing systems like StreamElements, currency owners will be able to configure the currencies configuration files. This will include the setting of responses, ie what I said to the user when something happens, initial balances etc. As well as integration with Nightbot(an automatic song playing service), streamlabs (for their donation handling and sound alert system) and youtube (in order to get the latest video on their channel).

The integration with Discord and Twitch will require the use of their respective API’s, which will each return a similar set of objects which can’t be immediately interchanged and used in place of one another. Hence to remove the need to duplicate code for discord and twitch commands. I instead will create a standardised set of objects, that will convert the Discord and Twitch objects into cross compatible formats. That I can then use to create a single command handler instead of 2 separate.