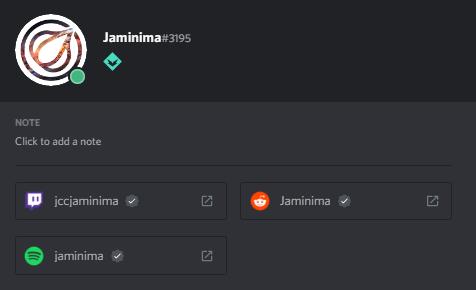
Background

I intend to create a Viewer Reward Currency, which will reward members of the configured streamers community, for their time spent viewing and chatting in Twitch and Discord.  
The main improvement over similar systems, will be the ability to use the currency in both Discord and Twitch. Along with the introduction of a web based API that will allow for future integration with other platforms/services.

The inspiration for this idea was StreamLabs viewer reward currency, which will share multiple similarities, such as integration with Nightbot, an auto-DJ system that allows viewers to request songs, along with multiple commands which will perform the same function.

The integration with Discord, Twitch will require the use of their respective API’s, to simplify this we will be using TwitchLib and Discord.Net, a set of packages acquired through NuGet which will greatly simplify the integration.  
Along with the Discord and Twitch integrations, we will be using Nightbot, StreamLabs, Youtube and our own API, which will require the use of Web Requests in order to interact. Hence I will have to manually keep track of refresh and authentication tokens, which will be required to correctly interact with the 0Auth systems.

Our API will consist of a HTTP server, which will interact with the database, to either return data or manipulate data. The latter will require a valid Auth Token, whereas the prior will not. Most of the prior will be performed using GET and the latter POST.  
Auth Tokens can be acquired by performing 0Auth using a valid Refresh Token.  
The HTTP server will not be SSL enabled locally, however the use of an Apache server to redirect traffic from the external SSL enabled site, using a VirtualHost, will provide sufficient protection to the data.

Due to the requirement for users to access their account on both Discord and Twitch, the User object will have to track both their DiscordID and TwitchID, which will be unique identifiers.  
We will only be able to create the Discord-Twitch link when the users Discord account is connected to their twitch. When we start to create the link we will check if a user already exists with the TwitchID , if there is we will merge the accounts. Unless they have a DiscordID in which case we will not merge as we don’t want to overwrite another users details.

Objectives