

MECH MOCHA

Project Design Document

Team(Flying Daggers):

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Problem Statement:

Socializing the gaming industry with Indian regional languages and user can find their random friends over internet who has the same likes is the main aim of this project.

Current problem with existing platforms:

1. In india there are many people who don't speak english and not much exposed to the great technologies or modernization. So our focus is on those user exactly.
2. As many people in india are doing some repetitive jobs having free time and homemakers are at home so as they didn't have much exposure to the outside world they are facing difficulties in using technology.
3. India has great diversity and Multilingual is the reason that in this society we find many cant reach to technology.

How we come up with solution:

1. The best strategy in every business problem is go in the way customers need it. Their satisfaction Is the first priority of every product.
2. So we design products for socializing these targeted people and make them find random buddies over the internet.
3. We make them feel realistic with best user experience its not like for just playing games but also like interacting with your friends.

Bit Tech Stuff:

We designed an native android app for socializing people in their own regional languages and feel comfortable, relaxed speaking with them.

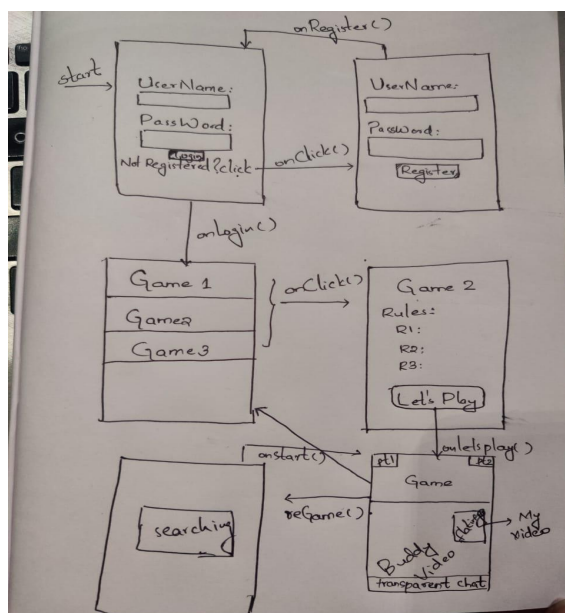
1. We just developed a common gaming platform that user has to register and login with credentials.
2. Then the user can see multiple games displayed over the screen with play button.

3. Then user is directed to respective game page with rules over of the interactive games.
4. In the respective game page user finds Let's Play button which on clicking, searches for buddy over the every corner of country and best buddy is matched with user.
5. Here screen is divided with floating small window of my video and half screen of game. Remaining half is buddy video and you can chat, send images also which passes from buddy video.

Tech Stack:

1. Android (Front End)
2. Firebase (Back End)
3. AgoraIO (Video API)
4. GCM

Basic design UI (Flow):



Future Scope:

Anyway this is solution with a lot of constraints and dependencies. So we came up with an idea of extending it to isolated platform that provides services to all companies efficiently with little code to embed will look after everything about their game regarding communication.

Here we can use a little more wisely data and make it use success as a company providing common platform for every gaming company with common login for interaction services like steam(Be a game to know more :)).

