Project: PUBG/BGMI Tournament Application
Company: Netwin
Version: 1.0

1. Objective

To develop a mobile and web application that enables users to join paid PUBG/BGMI tournaments, earn cash rewards based on performance (kills/wins), and allows administrators to manage matches, earnings, and platform operations.

2. User Roles

Player: Joins matches and earns money based on performance.

Admin: Manages tournaments, rewards, and user operations.

Moderator (Optional): Supports admin tasks, manages rooms, reports results.

3. Key Functional Modules

3.1 User Registration & Login

Mobile OTP-based sign-up/login.

Google/Apple sign-in.

Password recovery.

3.2 User Profile

Add PUBG/BGMI ID.

Upload profile picture.

KYC upload: Government ID for withdrawal eligibility.

3.3 Tournament System

Match listing: Date, time, map, mode, type (Solo/Duo/Squad), prize pool, per-kill reward.

Match status: Upcoming, Live, Completed.

Join match with entry fee via wallet.

Add friends to squad.

3.4 Match Room Management

Auto-generation of room ID/password.

Shown 15 minutes before match start.

Push notifications for match alerts.

3.5 Wallet & Payments

Add money: UPI, Cards, Netbanking.

Withdraw earnings after KYC.

Wallet history and status logs.

Minimum withdrawal threshold (e.g., ₹100).

3.6 Rewards & Earnings

Earnings structure:

Per Kill: (e.g., ₹10/kill)

Winner bonus: (e.g., ₹100 for #1)

Admin inputs kills & placement post-match.

Rewards auto-credited to player wallets.

3.7 Leaderboard

Daily/Weekly/Monthly ranks.

Filters by kills, earnings, win percentage.

3.8 Notifications

Push & email notifications for:

Match reminders

Room ID

Wallet updates

Promotions and offers

3.9 Admin Dashboard

Create/edit/delete matches.

Input kill/win data and confirm payouts.

Manage users and KYC.

Room ID/password handling.

Transaction and revenue report view.

Broadcast announcements.

3.10 Security & Anti-Cheat

IP/device tracking for multi-account detection.

Manual flagging for suspicious match behavior.

Suspensions and bans.

4. Revenue Model

4.1 Company Earnings

Entry Fee Margin:

₹20/player × 100 players = ₹2,000

₹1,400 distributed as rewards

₹600 net profit per match

Unclaimed Kill Rewards:

Only actual kills are paid, unused bonus retained.

Ads & Sponsorships:

Google Ads and in-app banners.

Sponsored tournaments (₹5,000–₹50,000/event).

Premium Features:

Pro badges, custom themes, clan promotions.

5. Admin/Moderator Incentives

Per Match Commission: 5%–10% of net profit

E.g., ₹600 profit → ₹30–₹60 payout

Performance Bonuses:

₹5,000 for 100 matches/month

₹25,000 for 500 matches/month

Referral Rewards:

₹2–₹5 per active referred player.

6. Projected Earnings Example

Matches/Day: 5

Players/Match: 100

Entry Fee: ₹20

Daily Revenue: ₹10,000

Prize Pool: ₹7,000

Daily Net Profit: ₹3,000

Monthly Profit (30 days): ₹90,000

Admin Share (10%): ₹9,000/month

Company Net Income: ₹81,000/month + Ads + Sponsors

7. Future Enhancements

Live stream integration (YouTube/Twitch).

AI-based kill detection from replays.

Battle pass or seasonal reward system.

Affiliate program for YouTubers/influencers.

Market & Currency Enhancements:

- Detect/display currency automatically based on country code during sign-up/login

- User can manually switch currency (INR, NGN, USD) from profile/settings

- All monetary UI reflects selected currency with proper formatting

- UX optimized for budget Android phones in India & Nigeria and global browsers

- Localized KYC document types per country

- UI theme inspired by popular gaming culture, dark mode enabled

- Dropdown for game mode selection (BGMI for India, PUBG Global for others)