

# WSOP TV OTT Solution RFP

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## Executive Summary

This is a Request for Proposal (RFP) for establishing an official WSOP (World Series of Poker) OTT streaming platform through a contracted operator. This document defines the division of responsibilities, functional requirements, and integration interfaces between GG POKER (Client) and the contracted operator.

## Project Overview

#	Provided Item	Description	Format
1	<b>Design Guide</b>	Brand guidelines, UI component specs	Documents/Figma
2	<b>Billing System</b>	Payment/subscription API endpoints	REST API
3	<b>Login System</b>	GGPass SSO OAuth2 integration API	OAuth2 Spec
4	<b>Source Content</b>	VOD/Live content stream sources	HLS/DASH URL
5	<b>Tournament Schedule Data</b>	Tournament schedule API or data feed	REST API
6	<b>Player Profile Pages</b>	WSOP.com player profile links	URL

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## 1. Responsibility Matrix

### 1.1 GG POKER (Client) Provided Items

GG POKER will provide the following items to the contracted operator:

#	Development Item	Platform	Description
1	WSOPTV App Development	PC/Android/iOS/TV	Cross-platform OTT application
2	Video Player Development	Common	Custom player development
3	Design Implementation	Common	UI implementation based on GG POKER guidelines
4	Billing System Integration	Common	GG POKER billing API integration
5	Login System Integration	Common	GGPass SSO integration
6	Source Content Integration	Common	Content stream pipeline
7	Content Schedule Page	Common	Tournament schedule display page development
8	Player Profile Link Integration	Common	External page integration

#### 1.2 Contracted Operator Development Scope

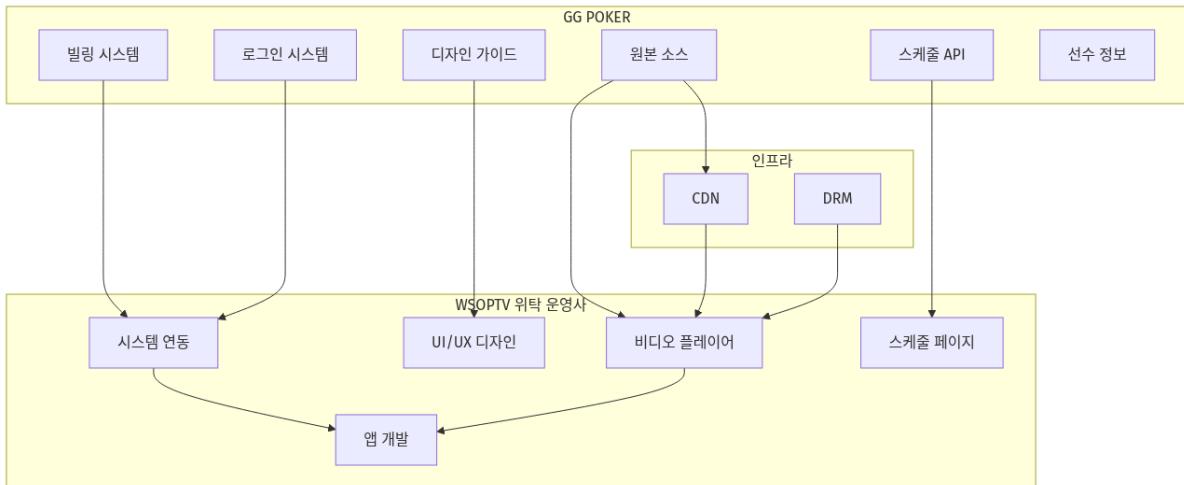
The contracted operator shall develop the following items:

Platform	Live	VOD	Multi-View	Subtitles	DRM	Notes
PC Web	O	O	O	O	O	Browser DRM support required
Android	O	O	O	O	O	-
iOS	O	O	O	O	O	-
Samsung TV	O	O	X	O	O	Multi-view not supported (remote control UX constraints)
LG TV	O	O	X	O	O	Multi-view not supported (remote control UX constraints)

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#### 2. System Architecture

## 2.1 Overall System Integration Structure



MERMAIDflowchart TB

```
graph TD
    subgraph GG ["GG POKER (Client)"]
        DG[Design Guide]
        BILL[Billing System]
        SSO[Login System<br/>GGPass SSO]
        SRC[Source Content<br/>HLS/DASH]
        SCHEDE[Tournament Schedule API]
        PLAYER[Player Profile Pages]
    end
```

```
subgraph WSOPTV ["WSOPTV Contracted Operator"]
```

```

        APP[App Development<br/>PC/Android/iOS/TV]
        VP[Video Player]
        UI[UI/UX Design]
        INT[System Integration Layer]
        CMS[Content Schedule Page]
    
```

```
end
```

```
subgraph INFRA["Infrastructure"]
    CDN[CDN<br/>Akamai/CloudFront]
    DRM[DRM<br/>Widevine/FairPlay]
end
```

DG --> UI

BILL --> INT

SSO --> INT

SRC --> VP

SRC --> CDN

SCHED --> CMS

PLAYER -.->|External Link| APP

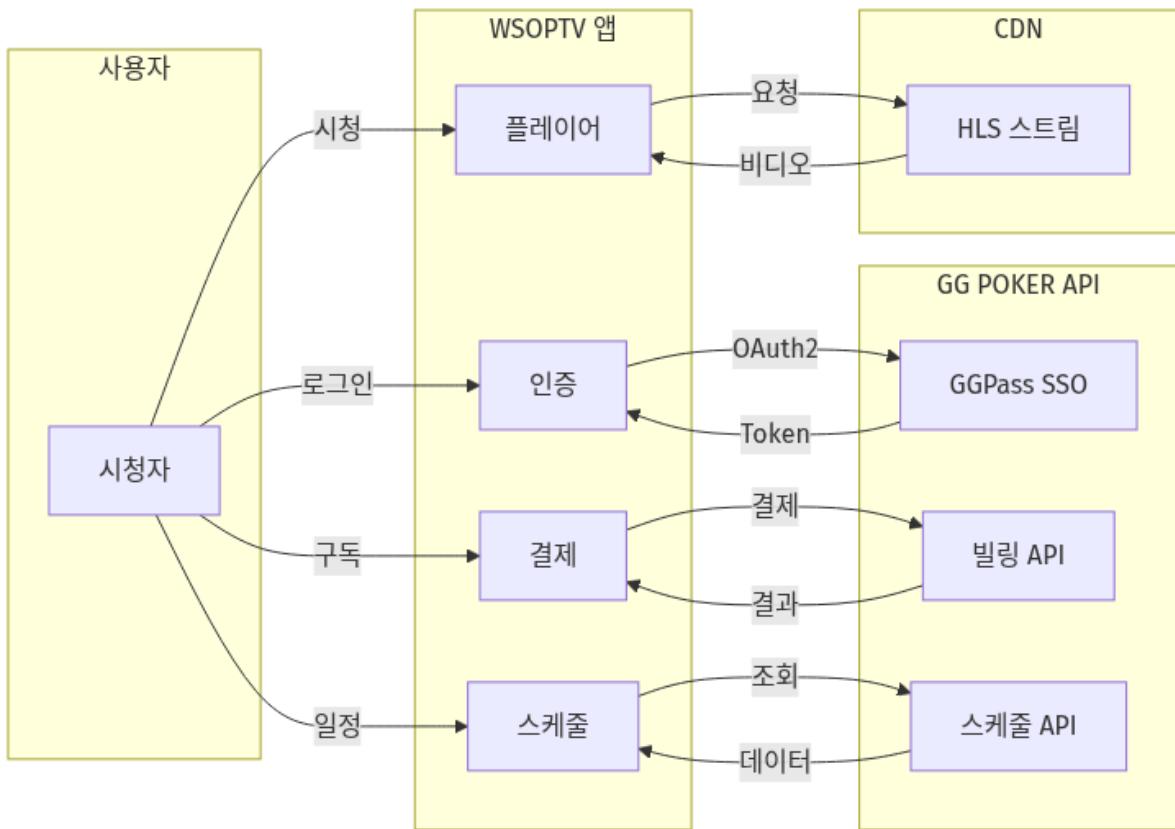
INT --> APP

VP --> APP

CDN --> VP

DRM --> VP

## 2.2 Data Flow Diagram



MERMAIDflowchart LR

```
graph TD
    subgraph Client ["User"]
        U[Viewer]
    end

    subgraph App ["WSOPTV App"]
        AUTH[Authentication Module]
        PAY[Payment Module]
        PLAY[Player]
        SCHED[Schedule]
    end

    subgraph GG ["GG POKER API"]
        SSO[GGPass SSO]
    end
```

```
U -- 시청 --> PLAY
U -- 로그인 --> AUTH
U -- 구독 --> PAY
U -- 일정 --> SCHED
```

```
PLAY -- 요청 --> HLSStream[HLS Stream]
HLSStream -- 비디오 --> PLAY
```

```
AUTH -- OAuth2 --> GGSso[GGPass SSO]
```

```
GGSso -- Token --> AUTH
```

```
PAY -- 결제 --> BillingAPI[Billing API]
```

```
BillingAPI -- 결과 --> PAY
```

```
SCHED -- 조회 --> ScheduleAPI[Schedule API]
```

```
ScheduleAPI -- 데이터 --> SCHED
```

BILL[Billing API]  
CONT[Content API]  
CAL[Schedule API]  
end

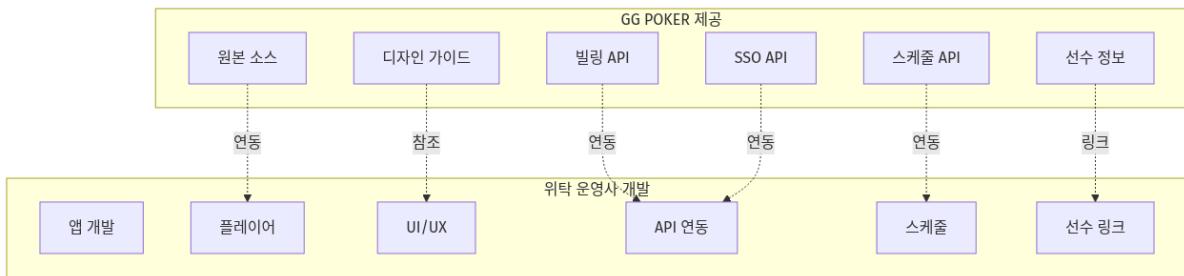
subgraph CDN["CDN"]

HLS[HLS Stream]  
end

U -->|Login| AUTH  
AUTH -->|OAuth2| SSO  
SSO -->|Token| AUTH  
  
U -->|Subscribe| PAY  
PAY -->|Payment Request| BILL  
BILL -->|Payment Result| PAY

U -->|Watch| PLAY  
PLAY -->|Stream Request| HLS  
HLS -->|Video Data| PLAY  
  
U -->|Check Schedule| SCHED  
SCHED -->|Query Schedule| CAL  
CAL -->|Schedule Data| SCHED

## 2.3 Responsibility Matrix Diagram



MERMAIDflowchart TB

```
subgraph GGPOKER["GG POKER Provided"]
```

```
    direction LR
```

```
    G1[Design Guide]
```

```
    G2[Billing API]
```

```
    G3[SSO API]
```

```
    G4[Source Content]
```

```
    G5[Schedule API]
```

```
    G6[Player Info]
```

```
end
```

```
subgraph WSOPTV["Contracted Operator Development"]
```

```
    direction LR
```

```
    W1[App Development<br/>4 Platforms]
```

```
    W2[Video<br/>Player]
```

```
    W3[UI/UX<br/>Implementation]
```

```
    W4[API<br/>Integration]
```

```
    W5[Schedule<br/>Page]
```

```
    W6[Player Link<br/>Integration]
```

```
end
```

G1 -.>|Reference| W3

G2 -->|Integration| W4

G3 -->|Integration| W4

G4 -->|Integration| W2

G5 -->|Integration| W5

G6 -->|Link| W6

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### 3. Functional Requirements

#### 3.1 Platform-Specific Required Features

Requirement	Details
Quality	1080p Full HD
Protocol	HLS-based
Latency	30 min - 1 hour intentional delay (spoiler prevention)
Concurrent Users	Support for 500,000 users

#### 3.2 Core Feature Details

##### 3.2.1 Live Streaming

Requirement	Details
Quick VOD	Immediate transition from Live to VOD
Resume Playback	Viewing history and resume support
Chapters	Segment navigation support

### 3.2.2 VOD & Quick VOD

Requirement	Details
Screen Split	4-way simultaneous playback
Audio	Source selection available
Table Classification	Feature, Secondary, Bubble, All-In

### 3.2.3 Multi-View (Web/Mobile Only)

Requirement	Details
Languages	20 language subtitle support
Base Language	English-based translation
Priority	VOD subtitle support prioritized

### 3.2.4 Subtitles

Item	Target
Concurrent Users	500,000 users
Initial Buffering	< 3 seconds
Rebuffering Rate	< 1%

## 3.3 Non-Functional Requirements

### 3.3.1 Performance

Item	Requirement
DRM	Widevine, FairPlay, PlayReady
VPN Detection	80-90% accuracy
Blackout	Country-specific support

### 3.3.2 Security

Item	Target
SLA	99.9%
CDN	Multi-CDN configuration recommended

### 3.3.3 Availability

Integration Item	Provided Format	Operator Implementation
Billing	REST API endpoints	API client implementation
Login	OAuth2 SSO specification	SSO integration module development
Content	HLS/DASH stream URLs	Player integration
Schedule	REST API	Schedule display UI development
Player Info	External URLs	Link integration

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## 4. Integration Interfaces

### 4.1 GG POKER Provided APIs

Proposal Item	Evaluation Criteria
Architecture Design	Scalability, stability, maintainability
Technology Stack Selection Rationale	Suitability, currency, ecosystem
Performance Goals and Achievement Methods	Support for 500,000 concurrent users
Security Design	DRM, authentication, data protection
Infrastructure Configuration	CDN, servers, monitoring

## **4.2 Integration Details**

### **4.2.1 GGPass SSO Integration**

Authentication Flow: OAuth2 Authorization Code Flow

- Authorization Endpoint: Provided by GG POKER
- Token Endpoint: Provided by GG POKER
- User Info Endpoint: Provided by GG POKER

### **4.2.2 Billing API Integration**

Features:

- Subscription status inquiry
- Payment processing (webhook)
- Subscription plan inquiry

### **4.2.3 Content Source Integration**

Stream Format: HLS (.m3u8) / DASH (.mpd)

DRM: Widevine, FairPlay, PlayReady license server provided

### **4.2.4 Schedule API Integration**

Data Format: JSON

Refresh Interval: Real-time or 5-minute cache

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## **5. Proposal Request Items**

Proposers must include the following items in their proposals:

## 5.1 Technical Proposal

Proposal Item	Evaluation Criteria
Development Deliverables List	Completeness, acceptance feasibility
Documentation Scope	Sufficiency for operations handover
Test Plan	Quality assurance approach
Operations Handover Plan	Sufficiency of knowledge transfer

## 5.2 Deliverables Proposal

Proposal Item	Evaluation Criteria
Milestone Definition	Clarity, measurability
Detailed Schedule	Feasibility
Risk Management Plan	Appropriateness of countermeasures

## 5.3 Schedule Proposal

Proposal Item	Evaluation Criteria
Detailed Cost Breakdown	Appropriateness, transparency
Cost Estimation Rationale	Reasonableness
Additional Cost Conditions	Clarity

## 5.4 Cost Proposal

Evaluation Item	Weight
Technical Capability and Architecture	30%
Similar Project Experience	20%
Development Schedule and Resources	20%

Cost Appropriateness	20%
Maintenance and Support Plan	10%

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## 6. Proposal Evaluation Criteria

Phase	Description	Notes
RFP Distribution	Request for Proposal delivery	-
Q&A	Proposer inquiries received	Written inquiries
Proposal Submission	Proposal deadline	-
Technical Evaluation	Proposal review	-
Presentation	Proposal presentation	If required
Preferred Bidder Selection	Final vendor selection	-
Contract Execution	Contract completion	-

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## 7. Proposal Schedule

Item	Reason
4K Support	To be considered in Phase 2
Roku/Fire TV	To be considered in Phase 2
News Section	Not required
Player Stats/Details	Replaced with WSOP.com link
Ticketing	Online subscription only

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## 8. Additional Information

### 8.1 Out of Scope

Version	Date	Author	Description
1.0	2026-01-08	Claude Code	Initial creation
1.0-EN	2026-01-09	Claude Code	English translation

### 8.2 Reference Documents

- PRD-0001: WSOPTV Vendor Selection Guide
  - PRD-0002: WSOPTV OTT Platform MVP
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### Revision History