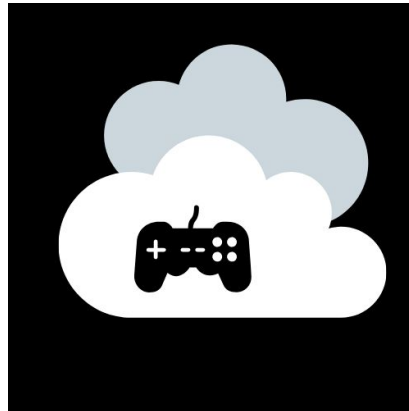


Cloudgame with Cloudflare Worker-Sahen Rai



Mock logo I created

Cloud gaming, or game streaming, is a burgeoning development within the video game industry. Many companies are giving it a shot including Google, Sony, Microsoft, and Nvidia, but none have yet to completely capture the market. Existing solutions such as Google Stadia attempt to allow developers to produce games for the platform, but all run into the issue of latency. Gamers struggle with switching to the platform due to slower internet connections, and developers are struggling with costs of maintaining their games and their games being represented poorly to those with slower internet connections. The mission of Cloudgame with Cloudflare Worker is this: we are revolutionizing the cloud gaming world by offering subsidized cloud game functions and asset hosting through our platform.

Cloudgame with Cloudflare Worker platform will benefit developers by allowing them to host their assets on our servers, given our low latency, due to our servers being located all over the world, this will greatly increase speeds to gamers. Additionally, for developers who use our service, we can offer a discount on hosting other things on our platform. This can include everything from cloud save data, to high scores, to multiplayer infrastructure. Having all features included in one package for developers, in both my personal development experience and my research from other computer science forums, is a huge benefit to developers.

In order to learn more about the market and its needs, we will perform the following market analysis surveys. We will partner with companies such as the game review website IGN and game streaming website Twitch to put out surveys to confirm our beliefs that these things are important to the user. We will then reach out to game

developers of all sizes to find solutions to fit their needs. This would include the kind of cloud functions they'd want to host, in addition to the kinds of assets they need lower latency access to. Thus, giving us the competitive advantage in ease of use, and lowering the barrier for entry to all developers. We should also partner with game creation engines like Unity and Gamemaker Studio, so that our platform can allow for easy integration with their service.

As we continue to grow the platform, we should also continuously reach out to the mentioned groups of users and developers to improve our service based on their feedback. Being that our mission is accessibility to all, the most important thing to consider in this process is the importance of reaching out to developers and users all over the world. We must consider the perspective of people from all ages, countries, and backgrounds in order to build a service that works for everyone.

Our goals would be measured in the number of developers signed up to use the service, in addition to the users that play the games created by our developers. The more developers we have on to use the service, the broader our reach is and the more revenue we are bringing in. Additionally, we can expose these developers to the convenience of our services, which could encourage them to use the other services that Cloudflare provides.

We potentially risk a few things with our service. Any issues that come up with our service could lead to people associating those issues with our company as a whole, thus. Cloudgame with Cloudflare Worker must work well in all circumstances. Additionally, our service must be secure as all our other products are to avoid losing any user or developer data. Finally, we must establish connections with existing game streaming companies to show them that our service is not meant to replace theirs, but to work with them so we can provide the underlying framework for this new form of gaming.