



# GHOST LAND

TEAM CACHE MONEY

# THE PROBLEM!

- **Competitive gaming breaks without stable internet — no matchmaking, voice chat, or stat tracking.**
- **LAN cafés, colleges, and rural areas often face unreliable or no connectivity.**
- **Offline matches have no cheat detection, no analytics, and zero coordination tools.**

# OUR SOLUTION

01

**Seamless LAN-based matchmaking and peer-to-peer voice chat — no internet needed.**

02

**Smart offline anti-cheat and in-game analytics with real-time local processing.**

**Tracks player stats like K/D ratio, accuracy, damage dealt, and round impact — all locally.**

03

**These insights help players and organizers review performance even without cloud dashboards.**



# TECH STACK

## Core Technologies

- **FastAPI (Python)** – Local game lobby backend & data sync API
- **WebRTC / UDP** – Peer-to-peer voice chat & matchmaking over LAN
- **Python + Rule-based AI** – Real-time offline cheat detection & event analysis
- **JSON / SQLite** – Lightweight local data storage & sync queue

# ECONOMIC POTENTIAL

## 1. Untapped Offline eSports Market

**60M+ gamers in India play from cafes, colleges, or low-connectivity zones.**

**Huge demand for offline-first gaming tools in rural, semi-urban, and campus environments.**

## 2. Monetizable Tools for Organizers

**GhostLAN can power LAN tournaments, local leaderboards, and analytics dashboards.**

**B2B offerings for gaming cafes, colleges, and eSports event hosts.**

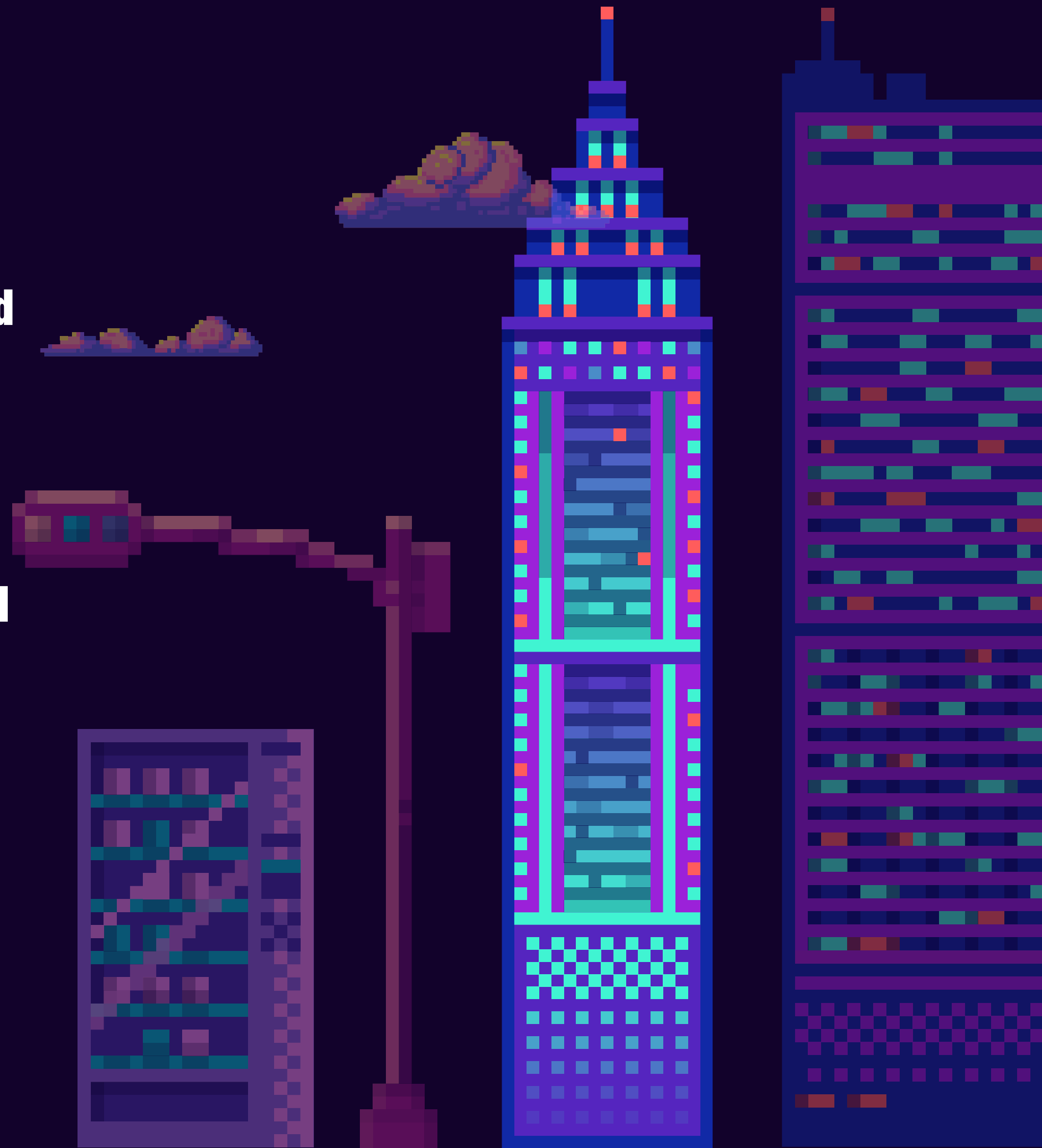
## 3. Future Expansion to Decentralized eSports

**Opens doors to peer-hosted tournaments, edge-compute analytics, and offline-first gaming networks.**

**Licensing, analytics-as-a-service, and cloud-sync extensions provide scalable revenue paths.**

# CONCLUSION

- GhostLAN empowers gamers to play, connect, and compete — even without internet.
- It bridges the gap between casual LAN play and professional-grade analytics, voice, and security.
- With real-world use cases, scalable potential, and a working MVP — GhostLAN is ready to level up offline gaming.



# CONTRIBUTORS

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