**🕹️ Slide 1: Title Slide — “GhostLAN”**

**Pitch:**

Good [morning/afternoon], judges.  
We’re **Team Cache Money**, and this is **GhostLAN** — our offline-first eSports infrastructure for India’s real-world gaming problems.  
It’s designed for places where the internet fails — but gamers still show up to play.

**⚠️ Slide 2: The Problem**

**Pitch:**

Competitive gaming *breaks* without stable internet.  
No matchmaking, no voice chat, no stat tracking — and certainly no cheat detection.  
In India, this isn't a niche problem. LAN cafés, college fests, and tier 2/3 towns face **unreliable or no internet** regularly.  
Yet people *still* host tournaments — with nothing but local Wi-Fi and pen-paper scoreboards.

**💡 Slide 3: Our Solution**

**Pitch:**

Enter **GhostLAN**.  
A local-first, plug-and-play infrastructure that gives you:

1. Seamless LAN matchmaking and peer-to-peer voice chat — no servers, no Discord, no cloud.
2. Real-time **offline anti-cheat** using embedded AI and telemetry.
3. **Player performance tracking** — K/D, accuracy, round impact — all stored and visible **offline**, and synced to the cloud when internet returns.

**🛠️ Slide 4: Tech Stack**

**Pitch:**

Under the hood, we use:

* **FastAPI** for our backend and local sync services,
* **WebRTC/UDP** for peer-to-peer voice and matchmaking,
* Lightweight **Python AI models** for on-device cheat detection,
* And **SQLite + JSON** for low-memory, fast local storage.  
  Our full stack runs on LAN — and scales from individual PCs to small-scale servers.

**📈 Slide 5: Economic Potential**

**Pitch:**

GhostLAN isn’t just a project — it’s a **product with a market**.

* Over **60 million gamers** in India play from low-connectivity zones — that’s our starting point.
* We can monetize through **college tournaments**, **LAN cafés**, and **event organizers** who need analytics, voice, and cheat control — without expensive cloud setups.
* Long-term, GhostLAN can evolve into a **decentralized eSports layer** — peer-hosted tournaments, edge analytics, and modular offline kits.

**🎯 Slide 6: Conclusion**

**Pitch:**

GhostLAN empowers gamers to play, connect, and compete — even when the internet fails.  
It bridges the gap between casual LAN play and pro-grade eSports infrastructure.  
With a working MVP, real demand, and strong technical execution — **GhostLAN is ready to level up offline gaming** across India.

**🙌 Slide 7: Contributors**

**Pitch:**

We’re Atharva, Rudra, Sanidhya, and Anmol — and we’ve built GhostLAN to make competitive gaming more fair, more fun, and more accessible — no matter where you are.  
Thank you.