PRODUCT REQUIREMENTS DOCUMENT

NeoStrike

Production-Ready Integration Platform

- Production-Ready
- Launch in 2 Weeks
- 100% Serverless

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1. Executive Summary

Parameter	Value
Product Status	Production-Ready (Available Today)
Product Type	B2B SaaS Integration Middleware + Starter Kit
Architecture	100% Serverless (Vercel + Managed Services)
Target Market	Technical Founders Building Fast Track Casinos
Business Model	BYOC + Middleware + Low-Risk Accelerators
Launch Timeline	2 Weeks (Backend in 48 Hours, Frontend in 10-12 Days)
Infrastructure Cost	EUR 54-79/Month (Pay-Per-Use)

Value Proposition: *NeoStrike is the turnkey integration platform for Fast Track-native casinos. We provide production-ready game provider adapters (Evolution, Pragmatic, NetEnt), payment orchestration (Adyen, Stripe), RabbitMQ-based Fast Track event streaming, Game Catalog API, and an open-source React reference frontend with SDK. Operators launch in 2 weeks instead of the industry standard 6-8 weeks—without ever touching player data or wallet custody.*

The 48-Hour Backend Advantage

NeoStrike's backend APIs can be deployed and configured in 48 hours. This includes connecting game providers, payment processors, and Fast Track CRM. After 48 hours, backend APIs are live and ready to accept requests from any frontend.

The 2-Week Full Launch

A complete, branded casino platform (backend + frontend) launches in 2 weeks. Operators use our reference React template, customize branding (logo, colors, terms), and deploy to Vercel. The result is a fully branded, player-facing casino live in 2 weeks instead of 6-8 weeks.

2. Production-Ready Features

All features listed below are production-ready and available immediately. Operators can launch with these features today.

2.1 Game Provider Adapters (BYOC)

Production-ready adapters for top 3 providers with credential passthrough:

- **Evolution Gaming:** Seamless Wallet API (live casino, RNG games)

- **Pragmatic Play:** Seamless Wallet API (250+ slots, live games)

- **NetEnt:** Casino API (high-retention slots, branded games)

Aspect	Details
Setup time	2 minutes per provider via Tenant Portal
Security	AES-256 encrypted credentials, isolated per operator
Compliance	BYOC model means you own provider relationships

2.2 Payment Orchestration (BYOC)

Smart routing with auto-retry (production-proven 99.2% approval rate):

- **Adyen (primary):** Cards, instant bank transfers, e-wallets

- **Stripe (backup):** Cards, ACH, SEPA

- **Auto-retry logic:** 3 attempts, exponential backoff

- **Smart routing:** Geography-based, VIP prioritization, historical patterns

> **Performance**
>
> 99.2% approval rate vs 91.5% raw Adyen (8% improvement)

2.3 Fast Track Integration (RabbitMQ)

Async event streaming with guaranteed delivery:

- **10 event types:** REGISTRATION, LOGIN, BET, WIN, DEPOSIT, WITHDRAWAL, BONUS_AWARDED, KYC_UPDATE, CASINO, SPORTSBOOK
- **RabbitMQ durable queues:** Messages never lost
- **Publish latency:** Less than 10ms (async, non-blocking)
- **Resilience:** Fast Track downtime doesn't affect your platform
- **Configuration:** No-code setup via Tenant Portal

2.4 Stateless Real-Time Updates

Balance and alert updates via API responses (no separate push infrastructure):

- **Response payload:** Every API call returns balance, alerts[], notifications[]
- **Optimistic updates:** Instant UI feedback in frontend
- **Latency:** ~100ms (acceptable for iGaming)
- **Architecture:** 100% serverless, no long-running servers
- **Cost:** EUR 20-50/month savings vs traditional push infrastructure

2.5 Auto Duty of Care (Rule-Based)

UKGC/MGA compliant behavioral monitoring (production-tested):

- **5 behavioral patterns:** Chasing losses, velocity spike, rapid escalation, prolonged session, affordability breach
- **Affordability checks:** EUR 1,000 threshold (UKGC compliant)
- **Auto-interventions:** Reality checks, mandatory breaks, cooling-off periods
- **Explainability:** Rule-based (not black-box ML) for regulatory defense
- **Configuration:** Thresholds customizable via Tenant Portal

2.6 Game Catalog API

Aggregated game metadata from all providers (production-ready):

- **Coverage:** 847+ games across Evolution, Pragmatic, NetEnt

- **Endpoints:** GET /api/v1/games/catalog (search, filter, paginate)

- **Launch:** POST /api/v1/games/{id}/launch (returns signed game URL)

- **Performance:** Cached via Upstash Redis (5ms response time)

- **Sync:** Provider metadata synced nightly (automatic)

> **Risk Level**
>
> Low (information only, no player data or money)

2.7 Reference Frontend + SDK

Open-source React starter kit (MIT licensed, production-ready):

- **CLI scaffold:** npx @neostrike/create-casino (2-minute setup)

- **Template:** React + Tailwind with pre-built components

- **Components:** Game lobby, wallet UI, auth flows, Auto Duty of Care modals

- **SDK:** @neostrike/sdk with React hooks (useBalance, useGames, usePayments, useAlerts)

- **TypeScript:** Full TypeScript support

- **Deployment:** One command to Vercel (vercel deploy)

What Operators Customize	What Operators Build
Logo, colors, fonts, terms & conditions	Player database, wallet backend, KYC storage, support chat

3. Technical Stack

100% Serverless Architecture

Layer	Technology	Why This Choice
Frontend	React 18 + Tailwind CSS	Modern, component-based, excellent DX
Hosting	Vercel Static	CDN, instant deploys, scales automatically

API	Vercel Edge Functions	Global edge network, less than 30ms cold start
Database	Supabase PostgreSQL	RLS for multi-tenancy, auto-backups
Message Queue	CloudAMQP RabbitMQ	Durable queues, guaranteed delivery
Cache	Upstash Redis	Serverless, pay-per-request
Monitoring	Vercel Analytics	Built-in, real-time metrics

Why 100% Serverless?

- **Scales to zero:** No idle costs when inactive
- **Auto-scaling:** Handle 10 users or 10,000 without configuration
- **Single platform:** Everything on Vercel (simpler operations)
- **Global edge:** Less than 50ms latency worldwide
- **Lower cost:** EUR 54-79/month vs EUR 200+ traditional hosting
- **Zero ops:** No container orchestration, no server management

4. Launch Process

This is the proven launch process used by operators today. Timeline is based on actual operator deployments.

Week 1: Backend Configuration

Day	Task	Duration
Day 1	Deploy NeoStrike backend to Vercel	30 minutes
Day 1	Configure game providers (Evolution, Pragmatic, NetEnt)	30 minutes
Day 1	Configure payment providers (Adyen, Stripe)	30 minutes

Day 1	Connect Fast Track CRM via RabbitMQ	30 minutes
Day 2-7	Test integrations, configure Auto Duty of Care rules	4-6 hours
End of Week 1	**Backend APIs live and ready**	

Week 2: Frontend Deployment

Day	Task	Duration
Day 1	Scaffold project: npx @neostrike/create-casino	5 minutes
Day 1-3	Customize branding (logo, colors, fonts)	4-8 hours
Day 4-6	Add terms & conditions, privacy policy content	4-6 hours
Day 7	Deploy to Vercel: vercel deploy	2 minutes
End of Week 2	**Fully branded casino live**	

Total Time Investment

- **Configuration:** 8-12 hours total
- **Customization:** 8-14 hours total
- **Calendar time:** 2 weeks (including review cycles)
- **Fastest possible:** 48 hours (backend only, use reference frontend as-is)

5. Success Metrics

Technical Performance Metrics

Metric	Target	Actual (Production)

API Uptime	Greater than 99.5%	99.8%
API Latency (p95)	Less than 100ms	87ms
RabbitMQ Publish Latency	Less than 10ms	6ms
Payment Approval Rate	Greater than 99%	99.2%
Error Rate	Less than 0.1%	0.04%

Operator Success Metrics

Metric	Target	Actual (Operators)
Time to Launch	Less than 2 weeks	12 days average
Backend Setup Time	Less than 48 hours	6-8 hours actual work
Provider Setup Time	Less than 2 min each	90 seconds average
Infrastructure Cost	Less than EUR 80/month	EUR 54-79/month
Configuration Complexity	No-code	Tenant Portal (GUI)

6. Future Enhancements

The following enhancements are not required to launch. Operators can launch with the production-ready features today. These enhancements roll out automatically as they become available.

Additional Game Providers (Rolling Basis)

- **Play'n GO:** 200+ slots (Q2 2026)
- **Microgaming:** 800+ games (Q3 2026)
- **Red Tiger:** High-volatility slots (Q3 2026)
- **Total target:** 20 providers by end of 2026

> **Note**
>
> Operators can launch with 3 providers today. Additional providers added automatically as they become available.

ML-Powered Auto Duty of Care (After 10 Operators)

- **Upgrade from:** Rule-based thresholds
- **Upgrade to:** ML-predicted personalized thresholds
- **Benefit:** Higher precision, fewer false positives
- **Timeline:** Requires 10 operators for training data (estimated Q4 2026)

> **Note**
>
> Current rule-based system is fully UKGC/MGA compliant. ML is an optional enhancement.

Additional Payment Methods (On Request)

- **Trustly:** Instant bank transfers (Nordic markets)
- **Skrill/Neteller:** E-wallet integration
- **Coinbase:** Cryptocurrency payments
- **PayPal:** (Subject to approval)

> **Note**
>
> Adyen + Stripe cover 90%+ of player preferences. Additional methods available on request.

Certifications (Funded from Revenue)

Certification	Cost	Timeline	Requirement
ISO 27001	EUR 30K	After 10 operators	Information security management

PCI DSS	EUR 25K	After 10 operators	Payment card data security
SOC 2	EUR 40K	After 10 operators	Trust service criteria

> **Note**
>
> NeoStrike is certification-ready today (AES-256 encryption, TLS 1.3, audit logging, RLS). Formal certifications are deferred until we have 10 operators (funded from revenue, no upfront cost to operators).

7. Pricing & Business Model

Tier	Monthly Fee	Transaction Fee	Target Segment
Startup	EUR 0	2.5% of GGR	Less than EUR 50K GGR/month
Growth	EUR 2,500	2.0% of GGR	EUR 50K-500K GGR/month
Enterprise	Custom	1.5% of GGR	Greater than EUR 500K GGR/month

What's Included (All Tiers)

- Serverless API infrastructure (Vercel Edge Functions)

- 3 game provider adapters (Evolution, Pragmatic, NetEnt - BYOC)

- Payment orchestration (Adyen + Stripe, 99.2% approval)

- RabbitMQ Fast Track integration (guaranteed delivery)

- Game Catalog API (847+ games)

- Auto Duty of Care (rule-based, UKGC/MGA compliant)

- Regulatory reporting automation (UKGC + MGA)

- Reference frontend + SDK (MIT licensed, open-source)

- Tenant Portal (self-service configuration)

- 24/7 monitoring + email support

Growth & Enterprise Add-Ons

- Priority support (Slack channel)

- Custom SLA (99.9% uptime guarantee)

- Dedicated account manager

- White-label Tenant Portal (Enterprise only)

- Additional game providers on request

8. Risk Mitigation

BYOC Model

Low-Risk Features (Information Only)

- Game Catalog API: Metadata aggregation, no player data

- Reference Frontend + SDK: Open-source template, operators deploy

- Regulatory reporting: Data export, no decision-making

Medium-Risk Features (Event Processing)

- Fast Track integration: Event routing, but no player data custody

- Auto Duty of Care: Behavioral flags, but operators control interventions

BYOC Mitigates High-Risk Areas

- Game provider relationships: Operators own contracts, we route API calls

- Payment processing: Operators are Merchant of Record, we orchestrate

- Player data custody: Operators are GDPR Data Controller, we process events

- Wallet custody: We route transactions, operators control funds

Legal Positioning

NeoStrike is a Technical Service Provider (TSP). We provide integration infrastructure but never take custody of player data, player funds, or payment processing. Operators maintain all regulatory licenses, contract relationships, and legal liability. This BYOC model minimizes NeoStrike's regulatory burden while giving operators full control.

9. Appendix: Glossary

Term	Definition
BYOC	Bring Your Own Credentials - operators provide their own contracts with game providers and payment processors
TSP	Technical Service Provider - NeoStrike processes events but does not own player data or hold funds
Fast Track	Leading CRM platform for iGaming (player engagement, campaigns, responsible gaming)
RabbitMQ	Message broker for async event streaming with guaranteed delivery (durable queues)
Edge Functions	Serverless compute deployed to global edge network for low latency (less than 30ms cold start)
RLS	Row-Level Security in PostgreSQL for multi-tenant data isolation
GGR	Gross Gaming Revenue - total player losses (wagers minus wins), basis for NeoStrike pricing
UKGC	UK Gambling Commission - primary regulator for UK-licensed casinos
MGA	Malta Gaming Authority - primary regulator for Malta-licensed casinos
Auto Duty of Care	Automated responsible gaming monitoring system (rule-based behavioral pattern detection)