

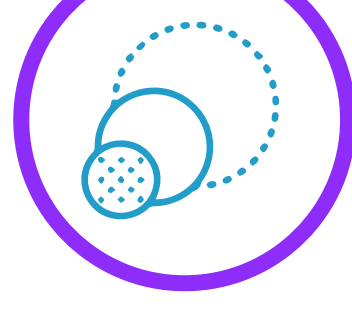
SeeWin

A broadcasting and live sports streaming platform for interacting with viewers using video and games.

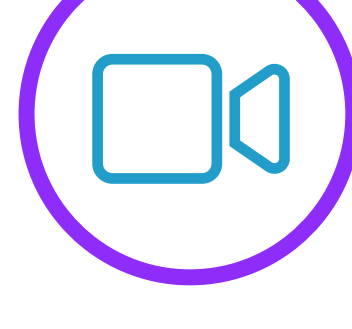


The Needs

Jimmy Zalcman, entrepreneur and founder of SeeWin Technology, reached out to us with a challenge: Architect and build a low latency live streaming video game solution. SeeWin needed the following:



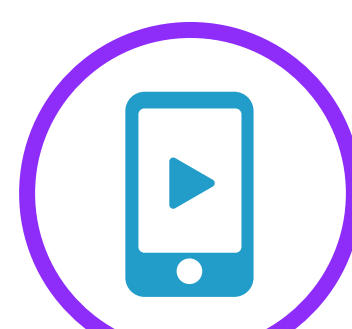
Scalable media server infrastructure



Video display and live streaming platform



A web-based video monitoring and game control platform



iOS mobile app that combines live video streaming with gaming functionality

How We Helped

Here is how our team at WebRTC.Ventures helped



The WebRTC.ventures team built a **responsive web application** with a **customized look and feel, secure authentication, and backend API.**

We built this application in AWS and incorporated all the necessary infrastructure, including domain names, load balancers, cloud storage resources, and the systems in place for continuous integration and deployment.

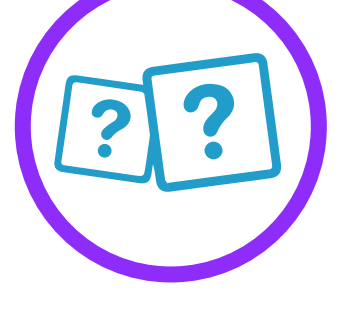
Additionally, we built an **iOS app to connect with the web application** so that users can play on web or mobile.

Three Phases to Approach the Challenge



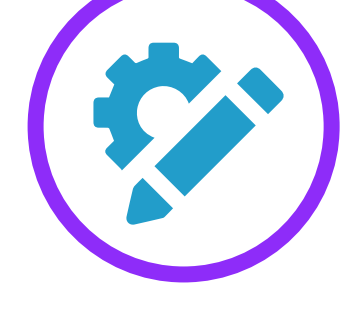
Phase 1

The project started initially as a proof of concept. We wanted to provide an interactive broadcasting solution for sports events.



Phase 2

We improved the gaming functionality with a live quiz game and other features to control the players.



Phase 3

In this phase, we worked on building the iOS app and polishing the web app based on gathered feedback and scalability.

The Solution

The end result is a live game show app where you can win real cash prizes for free. The administrator can generate questions for a trivia game, and those questions are sent to the players live. In the final rounds, players can join rooms where they can interact with other players, live stream to each other, and appear in the final round for all the viewers.

We used the following frameworks and technologies:

- Node.js
- Angular.js
- Swift
- Red5
- TokBox
- Playfab
- AWS

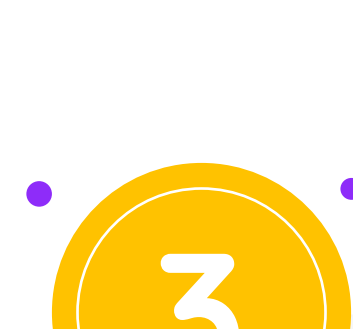


How long did it take?



It took 10 months in total:
- Two months each for both MVP phase
- 6 months for the production phase

Customer Satisfaction



On a scale of 1 to 3 with 3 being the best

SeeWin Technology gave WebRTC.ventures a 3 for both **OUR** experience and how knowledgeable we were in solving their pain points!

We can help you enhance and innovate your business too!

Contact Us!

Our team can build your custom WebRTC-based video chat application, audio application, or real-time data application and enhance it with speech recognition or other machine learning services. Contact us today!

