

Project Value Proposition:

<p>What is the core value being generated?</p> <p>A free-of-charge cloud gaming platform that allows indie game developers to share their projects without the need to set up their own infrastructure. Users can stream the game directly from the cloud.</p>	<p>Team</p> <p>Project owner / Deputy owner: tbd</p> <p>Team members: Csukker Stefan (01326273) Futterer Valentin (11904654) Pietruska Kai (52108272) Riegler Thomas (11907092)</p>	<p>Status</p> <p>ACTIVE / INACTIVE / SHIPPED</p>
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<h2 style="text-align: center;">Problem space</h2>	
<p>Why are we doing this?</p>	<p>Problem statement</p> <p>Game developers with a low budget may not have the resources to set up their own infrastructure. On the other hand, many gamers don't have the hardware to play demanding games.</p> <p>Impact of this problem</p> <p>The customers do not need to worry about their hardware and are using the cloud infrastructure.</p> <p>Who is the customer/ target audience</p> <p>Indie game community</p>
<p>How do we judge success?</p>	<ul style="list-style-type: none"> • The goal is to play a game in the cloud. • New games can be uploaded. • Flexibility in terms of which games can be uploaded and played. • An arbitrary number of people can play a game at the same time.

Minimal viable product/service ("MVP")

What needs to be true in order for a prototype to be ready for release?

We can release our MVP to the indie game community, as soon as we have

- at least one playable game (functional)
- which can be played by at least 10 people at the same time (non-functional)

This will be sufficient for the indie game community to touch and feel the most essential parts and give us feedback.

What crucial factors are we missing?

What keeps us from working?

- Missing infrastructure
- Missing three more team members

What dependencies are outside our control and are blocking us?

- Ad-blockers
- Bandwidth of users

What assumptions are we making that need to be validated or refuted?

We need to make sure that we do not have to consider game engines for letting users play the games.

What questions will increase our confidence in the decisions we need to make?

- Are there good open-source real-time streaming solutions on the market already?
- Can games run in containers without their respective game engines?

What are the gaps in our understanding?

- Knowledge about Kubernetes
- Knowledge about the capabilities of cloud providers
- Knowledge about real-time streaming protocols

Continued Feedback

<p>What is the key question we would ask to understand if we are on the right track?</p>	<p>Are we working towards a cloud-native product that allows multiple users to play games uploaded by game developers without worrying about their own hardware requirements?</p>
<p>Who are the alpha testers that we can use for validating our assumptions?</p>	<ul style="list-style-type: none">• Friends• Family• Other student

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