Online Player Management Platform

Currently in the form of a Chip Game website for kids that's been canceled, the core work can be adjusted to other game properties that includes the following technologies and modules:

Site Technologies

1) Website code base is in C#, ASPX , Telerik Ajax, Javascript, HTML5, CSS3.
2) Microsoft SQL Server backend, .NET 4, C#, stored procedures and other.
3) SQL Admin Portal for Player Data Management, Player Mail and other.
4) Collection Management using Silverlight 5/Pivot Viewer Control, implemented for digital viewers of chip collections, pack purchases, avatar selection and monetization that will be ported to Javascript as plugins are going obsolete.
5) Game code is in C#, Unity Script using the Unity 3D Game Engine.
6) Azure Hosting Platform (Microsoft Cloud Service Provider – BizSpark license) – currently running on small server instances. Can be used for full scalable production servers and management.

Modules

1) **Player Sign Up** (includes Silverlight Avatar selector, player registration, free collectible chip pack, input validation (flagrant language checker), error checking, COPPA check(12 and under), welcome email verification processing, session based security, hard url security, data base optimizations (upper/lower case, player data), single login setup for Community/Forums/Blogs),
2) **In-Game Ad Generator** for monetization options, and the final splash screen for welcoming new players to their custom UI master page.
3) **Complete Login Options** – includes standard login and error checking, plus (Remember Me cookie option, Forgot Username, Forgot Password, Forgot Parental Password, and follow up email verifications and corresponding pages).
4) **Rankings** – multiple listing options for all game types.
5) **Invite Friends** (Referral system that rewards players with 10% of the total Digital Cash a linked Friend buys after Signing Up). Also includes a bonus for the Friend who signs up as well.
6) **Redeem Code** (Used for Game Cards and Promotional Code entries that convert to Free Membership, Digital Cash, or other)
7) **Powerful Collection Management** that includes Silverlight PivotViewer Collection viewers. All pivotviewers can be ported to Javascript as Flash and Silverlight plugins have gone obsolete.
8) **Powerful Stack/Deck Builder** includes Ajax based Telerik RadGrid, Double Clicking and Drag and Drop functionality. In addition, a cool Auto-Stack Builder option is available for those players who prefer not to build their own stacks.
9) **Powerful Market and Credit System** for players to buy and sell their unwanted chips/cards/game objects amongst each other. Many features are part of the Market – too many to list.
10) **Digital Cash System** – players purchase DC or digital cash to buy in-game premium product.

11) **Full Shop implementation** for purchase of Digital Chip Packs, Gold Coins, Avatars, Subscription Membership, Digital Cash, Gift Certificates, Game Cards, Mobile Apps, other. In addition, the Digital Chip Packs section of the Shop is designed with the Silverlight PivotViewer Collection viewer to mimic the real opening of packs.

12) **Full Credit Card, PayPal, SMS payment type entry system.** Includes the option to store Credit Cards on file as well. In addition, Transaction History and other features are completed.

13) **Subscription Membership Options** (Free Membership offer, Family Membership, Single Membership, Monthly, 6 Months, Yearly). Dynamic Change and Cancellation of Memberships supported. Bonus credit for purchase of membership, and much more.

14) **Community** includes the following sections (Articles, Forums, and Blogs) – designed with various 3rd party Asp.net software that allows full access to all sections based on a single login solution.

15) **Player Profiler** – custom stat page and detailed award viewer, designed specific to the games.

16) **Player Mail** – used primarily for system messages that include, announcements, events, important transactions, and other. The system has many features such as (dynamic notification, send Player Mail to standard E-Mail, Delete Messages or Mark as Read, and a sleek accordion interface). Currently there's a limit of 99 messages that can be active at one time per user. In addition, we've designed a separate Administration Manager to create system-wide Mail as needed with complete editing and mail type specifications.

17) **Player Account called My Account** – an extensive module that includes (account information management, subscription membership management, payment info management, parental controls management, and other related features). This module ties directly to purchases, credit cards on file, digital cash on file, and generates listings for system-wide transactions. In addition, the module enforces additional protection through its parental control password, providing it has been entered. Such as when a user wishes to use his credit card or makes a purchase. If the parental control password is set, it's required to be entered to validate the purchase. Furthermore, the My Account section is NOT accessible until the parental controls password is entered. Also, if the parental password is forgotten the user can request another one to be reset through the Login page.

18) **Graphic User Interface and other Modules** can be REDESIGNED and CUSTOMIZED as needed.

Modifying to Other Game IP's

Given the fast pace of web technologies, the module work we have completed is still VERY RELEVANT and can be modified fairly quickly to meet the needs of a new game development plan.