PROJECT DOCUMENTATION

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Whitepaper

Gaming is a $200B+ per year global market with billions of end-users worldwide. One of the most complex aspects of this business is that games are no longer simply software—they are “Live Services,” in which games are maintained online and often generate revenue as people continue to consume them. Game companies spend billions of dollars on cloud-based infrastructure, backend technology, and siloed development efforts to support this business model. Yet these initiatives often come with massive amounts of risk, technical debt, and dependencies on centralized providers who can disrupt the operations of games.

Game development has a unique set of technical requirements—statefulness, high concurrency, latency optimization, development workflow integration, and interoperability between core components (accounts, inventory, social systems, etc.)

Cryp2Nova

Beamable is creating the first decentralized physical infrastructure network (DePIN) to support the backend and Live Services requirements of game developers. Our network is built around several principles:

- Sustainability of the network through decentralized ownership of physical infrastructure—de-risking the network for all of the games on it.
- Composability of software built on top of the network, enabling an ecosystem of third-party plugins with built-in scalability. These modules add value to all games on the network—while providing revenue incentives for independent backend developers.

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- Enterprise-grade infrastructure nodes to ensure that the network delivers the high quality of service and performance necessary for the most demanding games.
- Superior unit economics results from the network's ability to pair gaming workloads with appropriate and cost-optimized compute providers and absorb burst-traffic by aggregating across large network capacity.
- Standardization of workflows, deployment processes, and data objects to help accelerate game development velocity, predictability, and reliability.

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Market Summary

Last updated 8 months ago

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