CENGN

TOUCHHOUR INNOVATION HIGHLIGHT

TOUCH HOUR
games 4 competitive gamers

COMPANY OVERVIEW

Touchhour is developing 9Lives Arena, a disruptive cross platform online gaming experience that combines asynchronous multiplayer across PC and Mobiles with true item ownership for players via blockchain based in-game items. 9LA is the first game that takes players in on the monetization of in-game skins using blockchain based gaming NFTs. With resource gathering, item crafting, permadeath, and persistent progression, 9LA is a competitive online RPG which also features a unique Tamagotchi like in-game companion called Ooogy who works for the player 24/7 even while they are offline.

LOCATION: KITCHENER, ON

TECHNOLOGY

Data Centre and Cloud

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LACK OF IN-GAME OWNERSHIP

Online games introduced purchasable in-game items decades ago. These microtransactions are mainly optional and enhance players gaming experience.In-game item and character skins are a multi-billion $ industry for game companies. Players spend money on in-game items but unlike any real-life items they cannot resell them.Touchhour created a way for players to get in on the monetization of item skins by using blockchain technology to enable the crafting and selling of skins as NFTs, thus creating a truly player driven in-game economy. Blockchain also provides total security for the in-game marketplace.

9LIVES ARENA: CREATING AN IN-GAME MARKETPLACE WITH BLOCKCHAIN

Until now players could not sell the in-game items they purchased while playing video games.9Lives Arena has moved purchasable in-game items on the blockchain as NFTs, allowing players to securely trade these with other players. Players can also make real money in game by crafting and selling their own unique NFT based items to others. This is a paradigm shift in the video games industry and empowers gamers with true item ownership and legal and secure ways to monetize on their time spent gaming.

DEMONSTRATING THE GAME CAN SUPPORT UP TO 100,000 USERS

Using the CENGN Testbed, Touchhour's project focused on demonstrating that their game can support up to 100,000 players. Touchhour proved the strong core of their system resources as all game servers, databases, and client simulation scripts behaved as expected. They also performed user tests to understand player perspectives in the game. This helped develop their platform to be user-friendly. CENGN testing helped Touchhour to ensure the scalability of the current platform for maximum server traffic.

> "We were able to make significant progress during our work with CENGN and raised our scalability from 700 players at the start of testing to an impressive 100K players in the end."
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> **Cindy Gomez**
> President, Touchhour