Play2Live Starts Beta Testing of The Streaming Platform

NEW YORK, NEW YORK, UNITED STATES, August 28, 2018 /EINPresswire.com/ -- Play2Live has officially announced the launch of beta testing of the streaming platform on blockchain. Accredited journalists were the first to access the platform. Two days later, all those interested can start joining the beta testing phase. In the opinion of the leading experts, the main benefits of the project include the possibility of buying LUC Tokens directly from the platform's website. The coins can be used for implementing different monetization options, including donations, voting, and for assigning special tasks to streamers. The neural network developed by the project team will be responsible for monitoring the fulfillment of assigned tasks.

"We have been preparing the release of the beta version since the spring 2018, when the investment campaign of the project was completed. Throughout this time, we have strengthened the team and were able to develop and implement a number of innovations not only for Play2Live itself, but for e-sports in general. With the start of public use of the basic functionality of the project, everyone can earn LUC Tokens, thanks to their internet channels, and you can buy the tokens directly from us via our official project website," commented Alexey Burdyko, CEO and Founder at Play2Live.

To accelerate the delivery of content from the streamer to the viewer, the creators of Play2Live have implemented the CDN (Content Delivery Network) technology on the platform. It is a geographically distributed network infrastructure that allows users to optimize the delivery of streamed videos to end users. The CDN increases the upload speed of video, software, game and other digital content in various system access points. While describing the benefits of using the Content Delivery Network, CTO of Play2Live Vladislav Arbatov added that the platform has become even safer: "Thanks to the immense computing power, unpretentious software and distributed architecture, the CDN is extremely resistant to DDos attacks, which are the most common means of hacking projects. We have become even more protected and are continuing to invest in our security protocols. For example, we have added our own Level Up Chain blockchain, which supports 10,000 transactions per second and cryptographic "keys". Thus, Play2Live will be the first platform in the world that uses compact devices to provide information protection to the user and ensure the safety of their identification. I want to emphasize that all this is the basic functionality of the platform and many new features are not far off, but for now we are asking all testers to send feedback to help.p2l.tv develop further".

In June, the developers of the project announced the creation of a neural network for the

implementation of the functionality of interactive Tasks. They have implemented algorithms for real-time monitoring of streaming videos, recognition of complex objects, and video content with the help of a neural network. Now users can assign interactive tasks to streamers, and the neural networks will track their fulfillment. By voting on Play2Live via LUC Tokens, users can set the price for the performance of specific tasks by their favorite streamers, for example pass the game at the highest difficulty level, or use only certain weapons at a particular time on a suggested map (for example, in fortnite - "eliminate 10 opponents in the factory using only sniper rifles").

Another important component of the beta is the testing of the multicasting functionality. At different stages of the launch, several hundred streamers will be connected to the platform, who will be providing content for the most popular games. This functionality will be used for broadcasts of e-sports tournaments. Play2Live already has vast experience in international competitions, as the company organized the "CryptoMasters" games in Minsk on February 24-25, 2018. It was the world's first large-scale e-sports tournament in Counter-Strike: Global Offensive, where the winners received a prize equivalent to $100,000. Competitions were broadcast on the MVP-version of the Play2Live platform in seven languages.

Before launching a large campaign for intensive use of the product, the Play2Live management decided to buy back their tokens. As explained by the company's board of directors, from 10,000,000 to 100,000,000 LUC will be bought by the platform itself at a price of up to $0.05 for 1 LUC. Experts of the crypto market have explained that in most cases the repayment of shares by the company is considered as an indicator of surplus in its cash resources. As a result of this operation, the price for the token increases, which leads to an increase in trust in the company among foreign investors and positively affects the exchange rates. The repurchase of shares for their subsequent cancellation avoids the dilution of the company's capital due to the issuance of new coins. According to Alexey Burdyko, CEO of Ply2Live, the funds received from buybacks will be transferred to a separate wallet of the company and will be used to purchase rights to broadcast e-sports events, marketing and working with bloggers, streamers and other content-makers for the platform.

Currently, Play2Live is one of the most successful blockchain projects of 2018. The company managed to close the hard cap at $30,000,000. Play2live strives to unite blockchain systems and streaming services, where users can earn and spend funds in more than 15 ways, which is three times more than on any of the available counterparts.

In the beta version of the platform, streamers can take advantage of several options for monetizing their content, including a system of donations, tasks and voting, as well as subscriptions to streams for LUC Tokens that can be purchased directly on the Play2Live platform. According to the project's management team, further updates will be released very soon.

Follow the project's latest news on its official website and in social networks:
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