

Lib^{re}:Match

Empowering developers to build
reliable tooling



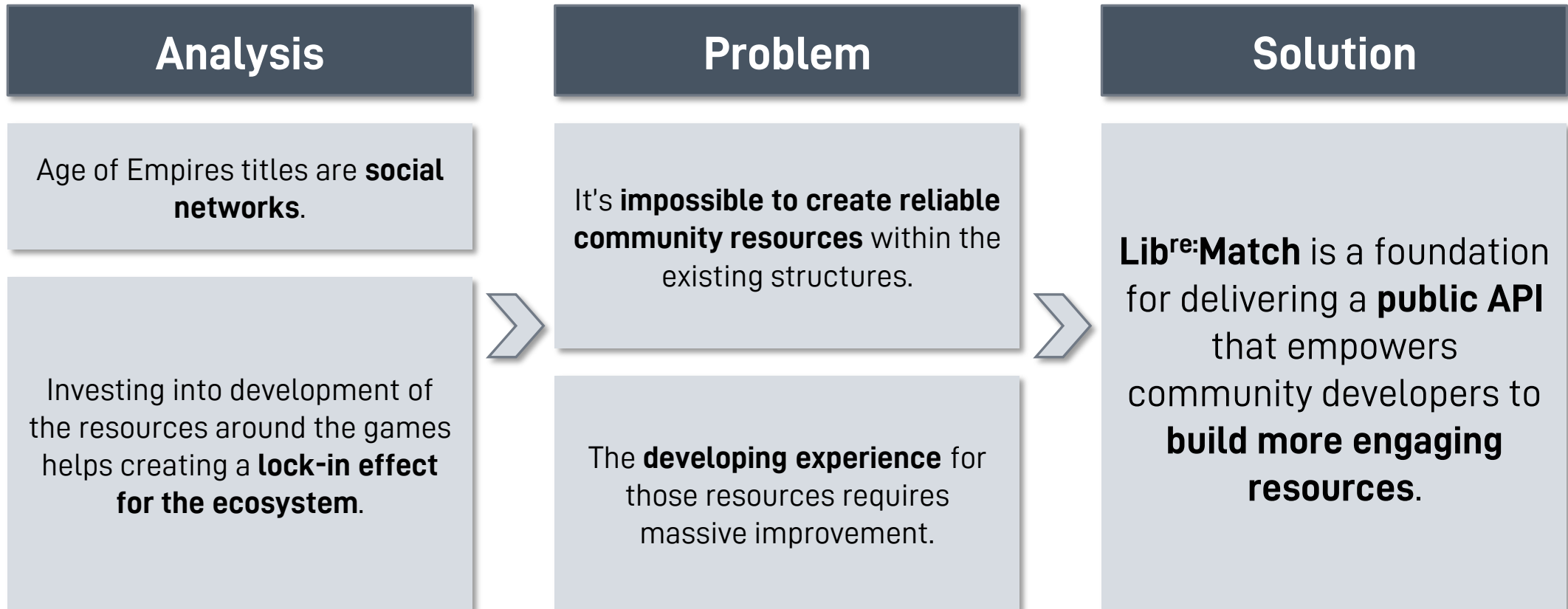
Motivation

“In essence, **every esports title is a social network** in its own right and must be understood as such in the future, with more or less pronounced structures and **experiences that bind the players together.**”

“With regard to the use of **lock-in effects** for an ecosystem, the human social aspect takes on even greater significance. [...] the switching costs for users are correspondingly low, meaning that **gamers will migrate more quickly if the game experience is disappointing.**”

PWC, Esports 2020: Publishers & Game Developers

Motivation

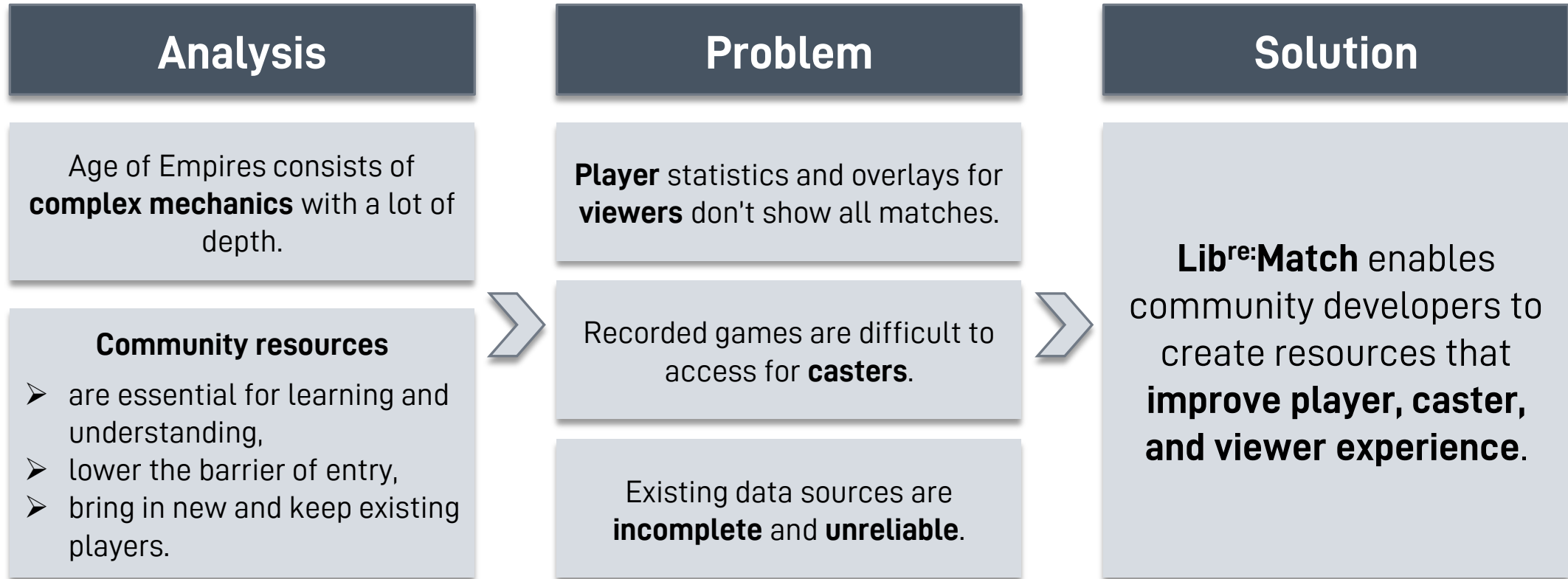


Motivation

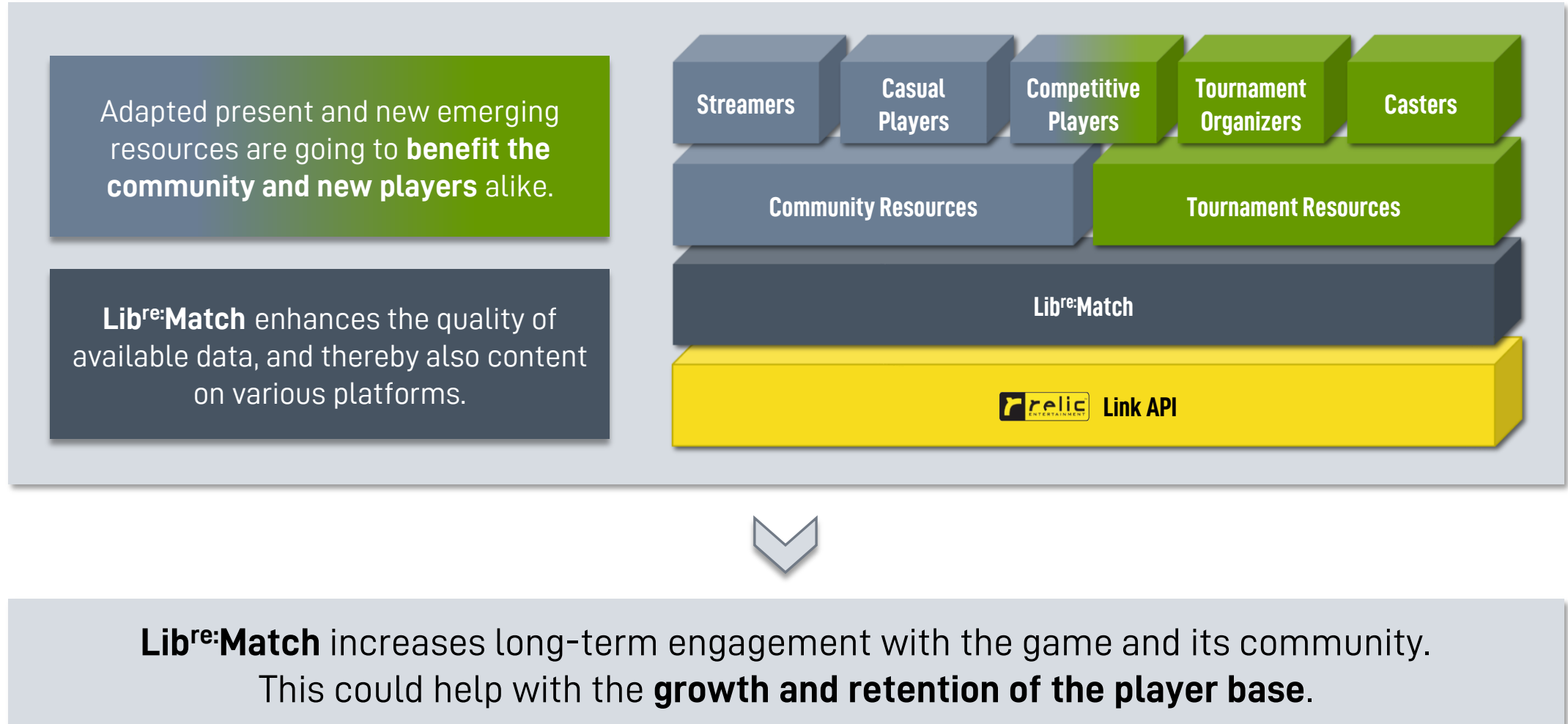
“There are many different **factors determining the success** of a game for the esports industry, such as **ease of learning**, depth to master it, ease of access, **ease of understanding**, viewability, storytelling ability of the game lore, patch cycle speed or metagame design changes that help avoid routine games.”

PWC, [Esports 2020: Esport Audiences and Communities](#)

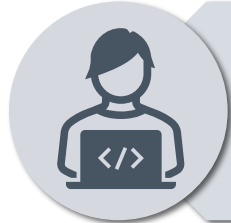
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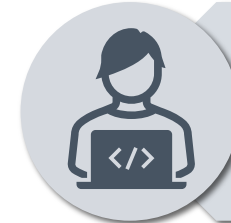
Motivation



Team




Timo ,polskafan' Dobbrick
aoe2bot, Matchmaking Overlay
Python, Vue.js




Rene ,re eklacan' Klacan
aoe4world.com
Full Stack Developer, Ruby on Rails




Dennis ,denniske' Keil
aoe2companion.com
Full Stack Developer, Node.js, React



Shahul ,Tekniku3' Hameed
aoe4-info.vercel.app
Full Stack Developer, Node.js, PostgreSQL, MongoDB, Vue.js



Brandon ,AwwwHamburgers' Cox
Discord & Twitch Bots
Full Stack Developer, Python, PostgreSQL



Simon ,simonsan'
Matchmaking Overlay
C++, Rust, Python, PHP, SQL, Svelte

Why now?

Well-
documented
APIs are still
rarely seen.

Community
developers **lack**
low-threshold
possibilities to
create resources
for the player
base.

Existing APIs have a
limited scope and
are unreliable. They
are unstable, lack
features, and deliver
incomplete data.

After the release of Age of Empires IV, the **need for data** became more apparent.
Community developers joining from other scenes couldn't build engaging apps efficiently.
We believe that **Lib^{re}:Match** addresses these issues.

Product



We provide **high-quality** data through a **reliable and stable interface**.

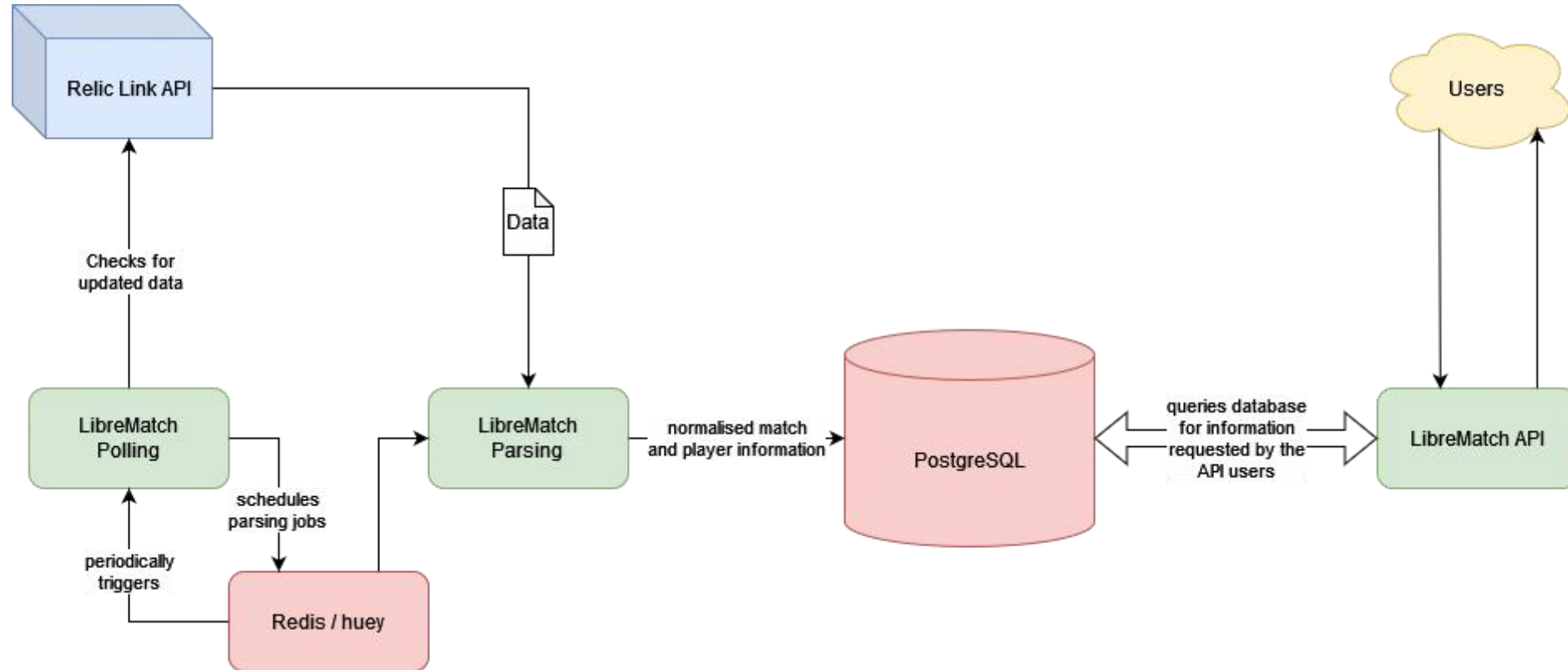


Lib^{re}:Match will feature **real-time** and **historical data**, e.g., for streaming overlays and tournament seeding.



We **lower the barrier** of entry and provide easy access for community developers by utilising the industry-standard OpenAPI.

Proof of Concept



Target group

Community developers create sophisticated resources that impact all players over the whole franchise.



Community projects like aoe2companion, aoe4world, various tournament overlays, and chatbots are in **high demand**.

In the last 30 days aoe4world had 42k unique visitors and 6.8m total served requests.

Similar projects

aoe[2,3,IV].net	Lib^{re}:Match	aoe2recs.com Dashboard	Lib^{re}:Match	Quiver.gg	Lib^{re}:Match
unstable and often unreachable	focus on high stability and availability	top 250 players	covering the whole multiplayer community	more complex solution focusing on tournaments	easy-to-use, stable API focused on match data
maintained by a single person	maintained by a group of people	no public API	API available for everyone	publicly announced 06/2020	design phase
less data and functionality	motivated by our projects' data needs	AoE II only	support for all games using the Relic Link API	development status unclear	actively in development

Goals



We are a group **well-integrated** into the community's developer scene. With **Lib^{re}:Match**, we want to **support others** in realising their projects.



Lib^{re}:Match helps to **avoid duplication of effort** and centralises access to the resources provided by the Relic Link API.



We strive for a **stable and reliable** solution that provides community developers with peace of mind.

Outlook

Lib^{re}:Match will be a comprehensive historic data source that can be used to prepare (for) tournaments.

- tournament seedings
- player preparation



Lib^{re}:Match will be a real-time data source that can be used to facilitate the flow of ongoing tournaments.

- unsupervised tournaments
- discover recorded games
- lobby-hosting bots



USP



sophisticated
resources around the
games



thinking outside the
box

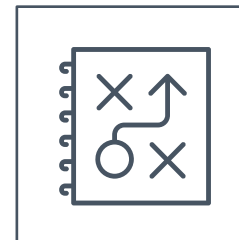
helps growing the
player base



unified and limited
access to your
resources



small investment,
extensive & long-term
benefits



less bureaucracy, just
getting things done

How can you help our efforts?



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