Livepeer Retro-Active Grant Funding Application - Entry #11

Applicant Information

Name or Nickname
Who is the main point of contact for this application?

Henry Ezeh

Contact Email

hidden

Recipients ETH Address
Address to where funds will be delivered if the applicant is awarded funds? NOTE: All LPT funds are on the Arbitrum network

0xb71dcF1625AB7CFF5A1dd64A8eB63735fB387854

Lens Handle (if applicable)

Empty

Twitter Handle (if applicable)

@Pablo_skillz

Discord Handle (if applicable)

henryezeh#1042

Project Information

Project Title

Joysticklabs

Project Description
Please provide a brief overview of your project, its objectives, and how it has benefited the Livepeer ecosystem.

At JoystickLabs, we're building gaming solutions designed to make Web3 engaging, interactive, and as seamless as the platforms gamers already know and love. We aim to onboard users to Web3 with an experience that's as intuitive as it is revolutionary. Our first product called FREETYL, is a Discover, Play, Stream and Connect platform for gamers, content creators and game developers. Freetyl Dapp isn't just a streaming platform , it is a streaming revelation, offering an all-in-one interface where game discovery, gameplay and community engagement blend seamlessly.

Duration of the Completed Project
Specify the period during which the project was active or completed.

2022 till date

Project Impact

Joysticklab team has had good impact in the livepeer ecosystem through Freetyl Dapp. During the Alpha testing phase of the Freetyl Dapp in February 2024, we

Describe the impact your project has had on the Livepeer ecosystem, including any measurable results or outcomes.	running 10 - 20 streams daily and a total of 50 - 100 streams weekly on livepeer. We have also helped other builders resolve some livestreaming issues. we built an in-game livestreaming plugin using livepeer APIs. This plugin enables gamers/streamers to start livestream game plays right from the game https://github.com/scapula07/scapula-livepeer-sdk
Team Members List the team members involved in the project, including their roles and relevant experience.	Ezeh Henry (Founder) – Henry is a Product Specialist and a blockchain enthusiastic with 7 years experiences in the blockchain space. He games as a hobby and has helped test game products like Dragonmaster, BionicOwls. https://www.behance.net/henryeze Discord: HenryEzeh#1042 Charles Duruaku (CTO) – Charles is a fullstack developer with 5 years experiences in Dapp development. He previously worked on Swirge (A decentralized social network application). Charles handles the backend data and security of joysticklabs products. Github: https://github.com/mrkendrick Discord: Charles#9232 Bartholomew Onogwu (Blockchain Developer) – Bartholomew is the Joysticklabs' team blockchain developer. He has 4 years' experience in Dapp development. He has volunteered in various Dapps in different networks like Solana, Ethereum, Livepeer, IPFS etc. Github: https://github.com/scapula07 Discord: Scapula#0343 David Nworue (Frontend Developer) – David is a frontend developer with 4 years experiences in app frontend implementation. He has contributed in so many projects like swirge, Envato, hackathons etc Github: https://github.com/dnor-dev Discord: Davidanorue#9243 Chidera Chinemelum (Game Developer): Chidera is a game developer with two years of experience. He uses Unity and Unreal Engine to develop and build web3 games. Github: https://github.com/NwosuTy Twitter: https://twitter.com/StudioChaz?s=09

Technical Details

Is the project open source?	Yes
GitHub Link: (if applicable)	https://github.com/Joysticklabs
Technology Stack	Languages - Typescript

List the technologies, languages, and frameworks your project is based on.	Backend – NestJS Frontend – NestJS Storage – AWS, Pastel Network Cascade Livestream – Livepeer APIs and support
Explanation of Retroactive Funding Use Explain how the retroactive funding will be used, such as to cover past expenses, support ongoing maintenance, or further enhance the project's impact.	The retroactive funding will be used 1. To hire experts to further develop freetyl dapp 2. Build Tools for content creators to schedule, manage, and customize their livestreams. 3. Build screen sharing functionality during livestreaming to enable streamers share their screen with whom they wish to 4. Build mobile application of freetyl dapp
Community Engagement How have you engaged with the Livepeer community and users during and after the project's completion to promote its benefits and adoption?	We had a livestreaming gaming night section with the Livepeer community on 28th February, 2024 to showcase Freetyl Dapp. We will continue to have gaming night section from time to time with the livepeer community during our beta testing phase.
Collaboration Have you collaborated with other Livepeer developers or projects? If so, how?	we have not collaborated with livepeer developer or project in full capacity but we have worked with some orchestrators like Brad and helped some projects with livestream related issues.
Additional Information Any additional information or details you would like to share with the Retroactive Grant DAO regarding your project or retroactive funding request.	You can access Freetyl Dapp and test the platform using the link https://testnet.freetyl.io We will also love some feedbacks from the DAO on areas of improvements by sending us an email at info@joysticklabs.io Thanks
Supporting Documentation Please attach any relevant documentation, such as project proposals, technical specifications, or mock-ups, that will help us better understand your project.	📄 FREETYL-DAPP-INTRO-AND-MOCKUPS.pdf