

The background is a collage of various tournament cards from the Toornament platform. Visible cards include 'Super Smash Bros Ultimate', 'Mario Kart 8 Deluxe', '2023 SSBQL', and '2023 SSBQL Circuit Tournament #4'. The cards feature game logos, dates, and registration information. The word 'SHOWDOWN' is overlaid in large, white, block letters with a yellow square in the middle of the 'O'.

# How Project Infinite created its own tournaments platform

The Qatari company Project Infinite has created its own white label gaming tournament platform using the Toornament API. Thanks to it, Project Infinite has developed a competitive environment and encouraged the practice of esports for both amateurs and professionals in Arab countries.

# A new path to esports practice

The Showdown.me tournament platform is the story of a group of passionate gamers and keen entrepreneurs who wanted to provide the Arab world an inclusive space where they can excel in competitive gaming and esports.

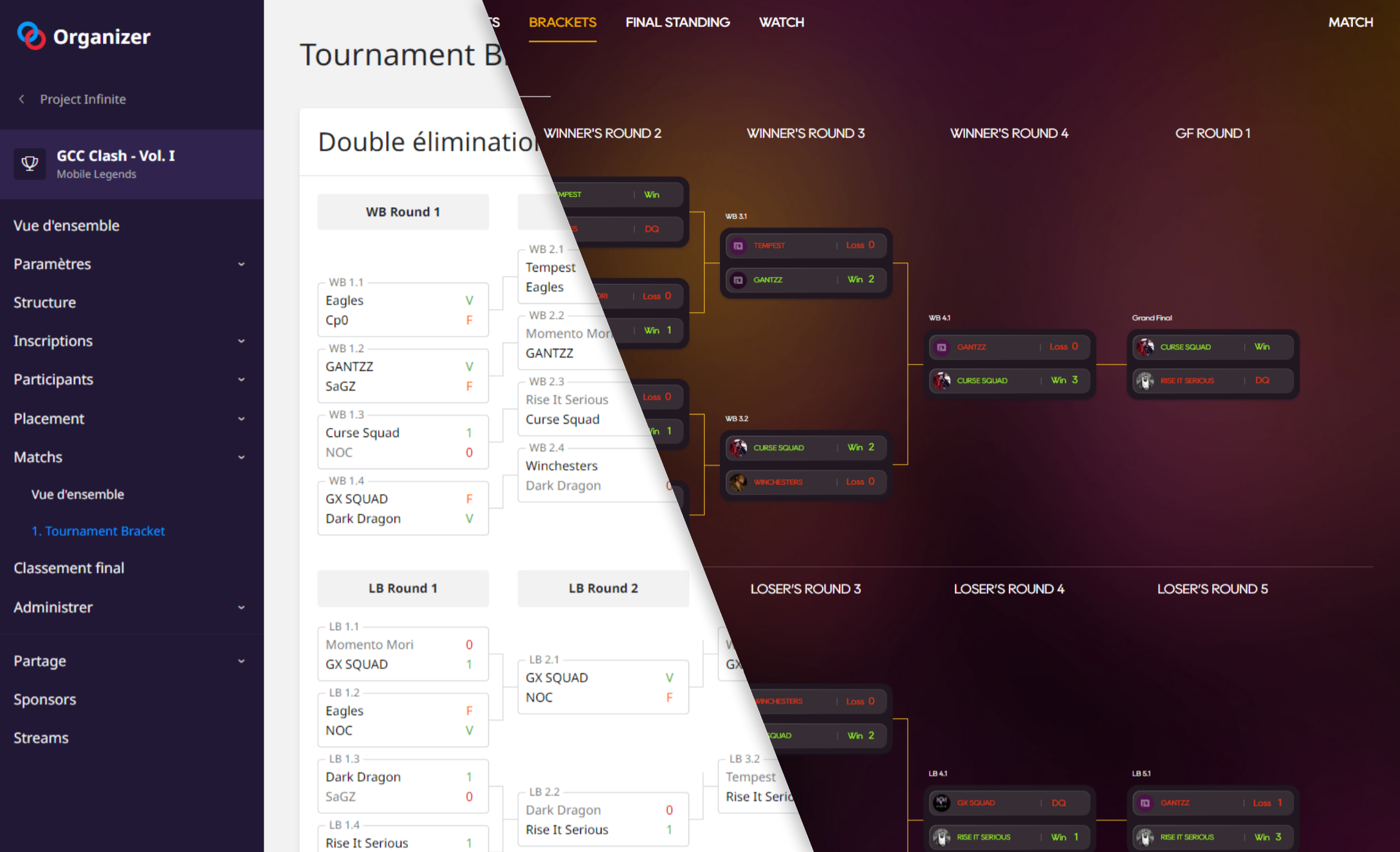
This group of gamers founded the company Project Infinite in 2018 in Qatar, a tech startup that aims to leverage the video game industry to the economic, cultural, and social benefit of youth across and beyond the Arab region. They created Showdown.me to empower and engage local gamers and tournament organizers.

In order to create the online platform and operate the tournaments, Project Infinite relied notably on the Toornament.com technology and more particularly its API. With it, their team was able to quickly develop a complete and fully white-labeled tournament platform.

The screenshot displays the Showdown.me website interface. On the left is a dark purple sidebar with navigation icons for Home, Tournaments, Leaderboard, News & Blog, and About Us. The main content area has a dark purple background. At the top right, there are 'Sign In' and 'Create Account' buttons. Below the 'TOURNAMENTS FEED' header, the 'Featured Tournaments' section is prominent, with a 'View All' button. Three tournament cards are featured:

- Legion's Gauntlet of Power:** Super Smash Bros Ultimate on Nintendo Switch. Prize pool of 5,000 QAR. Dates: July 06, 2023 - July 08, 2023. Status: Offline. Registration: 42 / 128 Registration Open. Button: Register Now.
- Geekend Rocket League Tourn.:** Rocket League on PlayStation 5. Dates: June 17, 2023 - June 17, 2023. Status: Offline. Registration: 13 / 32 Registration Open. Button: Closed.
- 2023 CDQL Tournament #3: 2v2:** Call of Duty: Modern Warfare II (2022) on PC. Dates: June 17, 2023 - June 17, 2023. Status: Offline. Registration: 7 / 8 Registration Open. Button: Closed.

Below the featured tournaments is the 'Latest Results' section, with tabs for 'ON-GOING TOURNAMENTS' and 'COMPLETED TOURNAMENTS'. At the bottom, it shows 'No Ongoing Matches' and a logo in the bottom right corner.



# Technological collaboration at the service of players and organizers

Project Infinite wanted to create a platform with its own environment and identity to meet the needs and expectations of players and organizers of the Arab region. A place where gamers can immerse themselves in a unique and competitive world with tournaments on multiple games, the possibility to showcase their talent, demonstrate their achievements, display their stats. For 3rd party organizers, an access to manage and showcase their tournaments on a regional gaming platform.

In order not to create a new tournament engine from scratch, and avoid long and costly development stage, they found in Toornament.com both the tournament software and the way to render it in a customized way. The API allowed them to retrieve all the raw data of their tournaments organized on Toornament to display them in their own way on the Showdown.me site.



# A complete and flexible platform

Thanks to the Toornament.com competition management software, Project Infinite can provide tournaments in duel, team, ffa and with a wide variety of formats. The Showdown.me platform can thus address many different communities of players on any game type: fighting games, FPS games, sports games, racing games etc.

In practice, the registrations, tournaments and match reports are handled on the Toornament.com management software by the Showdown.me administrators. On the other side, for the player, from his registration on the platform and his participation in tournaments to the monitoring of his performance, everything takes place on the Showdown.me site without him having to go to or interact with Toornament.com.

The screenshot displays the Toornament.com interface for a tournament titled "QFGC SF6 Online Debut Tourney". The page features a dark purple and black color scheme with yellow and white accents. At the top, there are navigation links for "Tournaments" and "QFGC SF6 Online Debut Tourney", along with "Sign In" and "Create Account" buttons. The main header prominently displays the tournament title "QFGC SF6 Online Debut Tournament" in white. Below this, a large banner image shows the "STREET FIGHTER" logo and "Online Debut Tournament" text, with the date "22 AUGUST 2023" and time "7:00 PM" in a purple bar. A yellow "Register Now" button is positioned on the right. The banner also includes logos for PC, PlayStation 4, and PlayStation 5, and a "QFGL" logo. Below the banner, a navigation menu includes "OVERVIEW", "PARTICIPANTS", "BRACKETS", "FINAL STANDING", "WATCH", and "MATCH". The "OVERVIEW" section contains a welcome message: "Welcome to Qatar FGCS debut tournament for Street Fighter 6! This is the first of a series of community-run online tournaments to engage the community and grow our collective skill by playing seasoned veterans and those who are new to the game. Make sure to register and leave it all on the field!". Below this, the "RULES" section is divided into "Tournament Format" and "Game Rules". The "Tournament Format" rules include: "This tournament will run in a double elimination format", "You start in the winner's bracket", and "Losing puts you into the loser's bracket and losing again results in a knock out.". The "Game Rules" include: "99 Seconds Round Time", "Best 2 out of 3 rounds", "Pool sets are best of 3 (first to 2)", "Winners Finals, Losers Finals and Grand Finals will be best of 5 (first to 3)", "All characters and stages allowed", and "Modern and Classic controls are both allowed". On the left side of the page, a dark sidebar contains five menu items with corresponding icons: "Tournaments" (trophy), "Match list" (crossed swords), "Participant list" (three people), "Final standing" (star and podium), and "Statistics" (bar chart). A logo consisting of two interlocking circles (one blue, one red) is located in the bottom right corner.

# جيك روم GEEKDOM TOURNAMENTS



10 DECEMBER

OFFLINE

4:00 PM - 11:00 PM



VIRTUOCITY

REGISTER TO YOUR LEGEND

مؤسسة الدوحة للأفلام  
DOHA FILM INSTITUTE

Tekken 7 PLAYSTATION 4

Players: 90 Fee: Free 10, December 2022 - 10, December 2022 Offline

23, OCTOBER 2022 - 10, DECEMBER 2022  
84 / 90 Registration Closed

Closed

OVERVIEW PARTICIPANTS BRACKETS FINAL STANDING WATCH MATCH

Tournament Bracket

WINNER'S ROUND 1

WINNER'S ROUND 2

WINNER'S ROUND 3

WINNER'S ROUND 4

WINNER'S ROUND 5

WB 11

BLACK | Win 2  
MONDRI | Loss 0

WB 21

CHAMP | Win 2  
BLACK | Loss 0

WB 41

WB 12

JUNNY | Win 2  
BAYWOOD CHOLAM | Loss 1

WB 22

JUNNY  
MONDRI

WB 13

TIMY | Loss 0  
MOHSEN WY | Win 2

WB 23

ASAD  
DADO

WB 14

DASK JIN | Loss 0  
RADUL WERFFY | Win 2

WB 15

MUDARAK | Loss 0  
PHANTHOMIVE | Win 2

WB 24

WAB  
PHANT

WB 16

ALHASSOOTE | Loss 0

WB 25

## A tailor-made integration

The Toornament.com API gives access to the smallest details of the data generated by the tournaments and competition circuits. By connecting Showdown.me to the API, the Project Infinite development team retrieves all the data of its tournaments managed on Toornament.com.

It can thus integrate the data in any shape or form, to fit each section of their website. On a tournament page for example, you will find a list of participants, match results in bracket or ranking form and a final standing. Other pages display lists of tournaments, sorted by game or platform, to navigate the site and competitions.



Main < Profile

Mohammed Khaled

ACHIEVEMENTS

- 21 MAR 2022 BEST TEAM PLAYER
- 21 MAR 2022 BEST SHOOTER
- 21 MAR 2022 BEST MEDIC
- 21 MAR 2022 BEST TEAM ASSISTS
- 21 MAR 2022 PLAYER OF THE MATCH
- 21 MAR 2022 100 TOURNAMENTS

RANKINGS

- 1 Call of Duty: Modern Warfare (21 MAR 2022 - 22 MAR 2022)
- 2 FIFA 22 (21 MAR 2022 - 22 MAR 2022)
- 3 CS:GO (21 MAR 2022 - 22 MAR 2022)
- 25 League of Legends (21 MAR 2022 - 22 MAR 2022)
- 135 Apex Legends (21 MAR 2022 - 22 MAR 2022)

STATISTICS

- 100 TOURNAMENTS JOINED
- 95 MATCHES PLAYED
- 81 MATCHES WON
- 87 TOURNAMENT WINS
- 32 TOP 3 FINISHES
- 49 TOP 8 FINISHES

67% OVERALL WINRATE

- Wins: 30
- Losses: 25
- Draws: 25

# An immersive player experience

In a few simple steps, Showdown.me allows gamers to create and configure a gamer profile to immerse themselves in a competitive world. The Showdown.me player profile allows users to show off their tournament information, performance and stats. This information is generated notably from the player tournament participation data coming from Toornament.com.

Even though Toornament.com is handling the registrations and participants, no information about them is leaving the Showdown.me platform. Indeed, Toornament.com uses a "custom user identifier" to make the link between the registered player on Showdown.com and his participation in a tournament managed on Toornament.com. With this, participants are identified in tournaments, but their information remain solely on the Showdown.me servers.



# Speeding up its time to market

Proposing a tournament platform requires a long development work to meet the minimum needs of players: participant registration system, creation of tournament structure, player placement, match format configuration, match reporting, ranking generation, etc.

By relying on Toornament, Project Infinite was able to drastically reduce the time required to set up their tournament platform while not compromising with the visual identity.

In addition, by outsourcing part of the technical aspect, the Project Infinite team can focus on its other platform management missions, such as finding sponsors and partners, communication, organizing physical events, etc.





## From passion to the professionalization of esports

Passionate players themselves, the Project Infinite team has managed to develop a competitive environment in which both amateur and professional players from Arab countries can train, progress and perform.

They were able to recreate what they wanted for themselves and thus participate in the development of the practice of esports in their region. Toornament is proud to support them technically to achieve their goals.







Toornament is a complete suite of **powerful cloud-based tools** for organizers, agencies, studios and publishers to **empower their tournaments and leagues.**

Want to discuss your next project?  
**business@toornament.com**

For more information, visit  
**www.toornament.com**

