



PLATFORM OVERVIEW · SALES DECK · 2026

The Complete Gaming Commerce Platform

Web storefront · Starcade subscription · Desktop launcher
Built from the ground up for indie publishers and modern gamers.

WEB

STARCADE

LAUNCHER

DEVELOPER PORTAL

AT A GLANCE

92%

Revenue share to studios

Ed25519

Cryptographic DRM

2FA

Email OTP + recovery

GDPR

Compliance by design

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EXECUTIVE SUMMARY

One platform. Three audiences.

Bitobit is a gaming studio and publisher operating at the intersection of classic-IP remakes and original indie titles. Starcade is our direct-to-player platform — a complete commerce ecosystem built for the modern, distrustful gamer and for publishers who can no longer accept a 30% tax on their creative work.

Over the past 12 months we have shipped a full stack web storefront, a subscription service, a signed desktop launcher with cryptographic DRM, a developer portal with real-time analytics, and an SDK that ships for Unity, Godot and Unreal. Every layer is production-grade, GDPR-compliant, and security-audited.

What we offer

For gamers

Buy, subscribe, play, compete.
Owned copies, monthly subscription, tournaments, wallet and a native launcher.

For publishers

92% revenue share, free SDK, optional DRM, monthly payouts and first-party analytics — no exclusivity.

For partners

White-label-ready: Laravel 12 backend, signed launcher, Ed25519 entitlements and a full developer portal.

Why now: the 30% platform tax era is ending. Publishers want direct distribution. Gamers want accountability.

1. The Ecosystem

Four tightly-integrated surfaces, one back-end. Every component talks to the same data layer and the same authentication system, so an entitlement earned in the storefront is instantly honoured by the launcher, a subscription purchase unlocks a full catalogue in the desktop client, and a developer payout reflects every sale in real time.

WEB STOREFRONT

bitobit.it / shop

Public game catalogue, news, press kit, shop with physical + digital merchandise, GDPR cookie banner, multi-language ready, SEO-optimised.

Shop

Blog

Search

Wishlist

STARCADE

Subscription service + gamer hub

Monthly subscription unlocks a rotating catalogue. Tournaments, achievements, leaderboards, wallet, referral program, 2FA. The direct relationship with the player.

Tournaments

Wallet

XP

2FA

DESKTOP LAUNCHER

Windows · code-signed · auto-update

Native WPF client with an encrypted local library, cryptographic entitlement verification, 30-day offline tolerance, crash-safe download resume and token-based auth against the backend.

Signed

DRM

Offline

Auto-update

DEVELOPER PORTAL

bitobit.it / developer

Studio onboarding, game metadata and build management, analytics, earnings dashboard with monthly payouts, SDK downloads, direct chat with our review team.

Analytics

Earnings

SDK

Chat

One authentication. One entitlement model. One source of truth.

2. For Gamers — Starcade

Starcade is the player-facing side of Bitobit: a place to discover, buy, subscribe, play and compete. Every feature is built around a single promise — when you buy a game here, you own it, and we earn your trust one session at a time.

Game library

Curated catalogue of Bitobit Originals and hand-picked indie games. Each title has a full storefront page with trailer, screenshots, system requirements, reviews and DLC.

Starcade subscription

Monthly plan that unlocks a rotating selection of games in the launcher. Cancel any time; paid content remains yours forever.

Achievements & XP

Cross-title achievement system with global and per-game achievements. XP accumulates on the user profile.

Tournaments

Scheduled competitions with entry fees (free or wallet-paid), prize pools, real-time leaderboards and automatic payout.

Wallet

Pre-loaded wallet for frictionless micro-transactions. Every credit and debit is an immutable, audited ledger entry.

Social & support

Real-time chat rooms, press kit, FAQ / Help Center, ticketing system with rated responses, referral program.



Buy once. Play forever. No spyware. No kernel rootkit.

— The Starcade promise

3. For Publishers — Bitobit

Our developer programme is designed to give indie studios the infrastructure of a AAA publisher without the contracts, the lock-in, or the 30% platform tax.

92% STUDIO SHARE

8%

92% revenue share

Highest split in the industry. No exclusivity required. We earn the remaining 8% only if you do.

Free SDK

Unity, Godot and Unreal SDKs covering cloud save, achievements, scores, tournaments and event polling.

Monthly payouts

PayPal or bank transfer. Minimum €50. Real-time earnings dashboard with refund reconciliation.

Optional DRM

Opt-in cryptographic entitlement with HWID binding. Ship DRM-free if you prefer — your choice.

Press kit + marketing

Automated press kit page, newsletter integration, featured carousel, homepage placement on release day.

Real-time chat + ticketing

Private Pusher-powered chat with our review team. Tickets, canned responses, rated resolutions.

4. Security: Web & Application

The Bitobit storefront is a Laravel 12 application hardened to the same baseline we apply to financial clients. Every request is TLS-encrypted, every form is CSRF-protected, every rendered value is output-escaped, and every input is whitelist-validated at the controller boundary.

4.1 Transport & network

- HTTPS-only. HSTS on production. Mixed-content blocked.
- Modern TLS: TLS 1.2+ with strong cipher suites; older protocols disabled at the web server.
- Signed, short-lived download URLs for every private asset (10-minute TTL).
- Private files stored outside the web root on a dedicated local disk — never served directly by Apache.

4.2 Application hardening

- CSRF tokens on every state-changing request, verified by Laravel middleware.
- Automatic output escaping in Blade templates; user content sanitised where HTML is allowed.
- Parameterised queries everywhere (Eloquent + query builder); no concatenated SQL.
- Strict input validation at controller boundaries — whitelisted fields, type casts, size limits.
- Content-Security-Policy and X-Frame-Options headers to mitigate XSS and clickjacking.

4.3 Rate limiting & abuse control

- Global API throttling via Laravel's RateLimiter facade.
- Per-endpoint limits: 5 req/min on login/password reset, 10 req/min on cloud save writes, 30 req/min on event polling.
- Launcher authentication endpoint hardened with throttle:5,1 (5 attempts per minute).
- Username-enumeration protection on password reset: constant-time responses regardless of account existence.

4.4 Authentication

- Passwords hashed with bcrypt (Laravel default). No plaintext storage anywhere.
- Two-factor authentication: email-based OTP (6 digits) with eight single-use recovery codes.
- Session fixation prevented by session regeneration on every authentication event.
- Secure, HttpOnly cookies. SameSite=Lax enforced.
- Password reset tokens HMAC-signed with 60-minute expiry and single-use invalidation.

4.5 Authorization (RBAC)

- Role-based access control with granular per-section permissions.
- Admin panel gated by `can_access` middleware checking `$user->hasPermission()`.
- Resource-level ownership checks on every download, license action, and PII read.
- Principle of least privilege: developer role cannot see admin data; admin role cannot impersonate users.

4.6 Payments

- Card data NEVER touches our servers. All transactions are tokenised via Stripe / PayPal.
- Strong Customer Authentication (PSD2 / SCA) natively supported.
- PCI-DSS scope minimised: we are an SAQ-A merchant — the lowest tier.
- Refund workflow: one-click refund from admin, automatic license revocation within seconds.
- Open-redirect attack fixed on newsletter click-tracking: only whitelisted domains allowed as redirect targets.

Zero card data on Bitobit servers. Zero plaintext passwords. Zero unsigned downloads.

5. Security: Backend & Data

Data integrity is non-negotiable. Every write path is validated, transactional, and reflected in an append-only audit log. Every read path is gated by ownership or role.

5.1 Data layer

- Database transactions with row-level locks (lockForUpdate) around every wallet mutation, entitlement change and order capture.
- Wallet ledger is immutable: each row records balance_after for independent audit.
- Foreign key constraints with cascade/nullify rules enforce referential integrity at the DB level, not just the application.
- Soft-deletes on destructive operations so accidental data loss is recoverable.

5.2 File & asset protection

- Digital product files (game builds, DLC, soundtracks) stored on a private local disk outside public_html.
- Download controller verifies \$user->ownsProduct() before streaming. 403 on any failure.
- Filenames randomised on upload; original names never exposed in URLs.
- File integrity tracked with SHA-256 checksums recorded at upload time.
- Signed 10-minute download URLs — expired links 404 instantly.

5.3 Audit & observability

- ActivityLog model records every administrative action: login, game CRUD, order status change, user role change, wallet adjustment.
- Admin-side dashboard to browse, filter and export the activity log.
- Laravel logs on disk with rotation; errors surface to admin email via queued notifications.
- Newsletter campaigns instrumented with open pixel + click tracking (whitelisted redirects only).

5.4 Backups & recovery

- Daily database dumps retained on a separate location with 30-day rolling window.
- Storage directory backed up with the same cadence.
- Recovery tested: backup + restore dry run validated the DR procedure end-to-end.
- Scheduled cleanups (expired events, old password reset tokens, stale sessions) run daily via Laravel Scheduler.

6. Security: DRM & Entitlements

Bitobit's entitlement system is a layered defence-in-depth design. No single layer is unbreakable — the goal is to make piracy more expensive than buying. Each layer is optional per-publisher; studios who want DRM-free releases get them.

6.1 Protection layers

L1	Gated downloads	Signed URLs, 10-minute TTL, ownership-verified.
L2	Ed25519 entitlement blob	Server-signed, user + hardware-bound, local DPAPI-encrypted.
L3	Runtime check (SDK)	Opt-in game → launcher handshake on boot.
L4	Binary protection	Optional obfuscation for high-value titles.
L5	Per-user watermark	Forensic traceability in asset bundles.

6.2 Cryptographic design

- Signature algorithm: Ed25519 via libsodium. Industry-standard, post-SHA-1 era.
- Private key lives only in the server .env — never in git, never on workstations, never in backups.
- Public key embedded in launcher and SDK — any tamper attempt fails verification locally.
- Each blob carries: user id, game id, hardware fingerprint, issue timestamp, expiry, monotonic counter.
- Clock-skew tolerance: ± 5 min on iat / exp to cover time drift without opening replay windows.

6.3 Hardware binding

- Three-component hardware fingerprint: CPU ID + Motherboard UUID + Windows MachineGuid.
- NO MAC address (changes with network adapter). NO disk serial (changes with SSD upgrade).
- Fuzzy match: 2 of 3 components must coincide — tolerates motherboard replacement or Windows reinstall without burning a seat.
- Seat quota: 3 reactivations per user × game per calendar year. Refreshes on the same device don't count.

6.4 Offline tolerance & revocation

- 30-day offline TTL — the player can fly, go camping, or simply not have internet for a month.
- Opportunistic refresh starts at 66% of TTL (day 20) so working machines never hit the hard wall.
- Local blob storage via Windows DPAPI: copy-paste to another PC yields an unreadable file.
- Anti-rollback monotonic counter: client-side tick that the server refuses if it jumps 60+ days backwards.
- Refund → revoke: license marked refunded in DB; next refresh fails; offline window expires naturally.

Entitlement lifecycle

Purchase -> Server mints Ed25519 blob -> Launcher stores via DPAPI -> Game boots -> Signature verified -> 30-day offline window -> Refresh at day 20 -> If refunded, server refuses refresh -> Licence expires cleanly.

7. Security: The Launcher

The Bitobit Launcher is the player's local runtime: a Windows desktop application (WPF) that downloads, installs, updates and launches the games in their library. It's also the last mile of trust — and it's built accordingly.

Authenticode code-signed

Every launcher build and every auto-update is digitally signed. Windows SmartScreen shows the verified publisher; tampered binaries refuse to start.

Token-based auth

Sanctum-issued bearer tokens with rotation support. No passwords on disk — ever. Token endpoint throttled at 5 req/min per IP.

Encrypted local vault

Entitlement blobs encrypted via Windows DPAPI bound to the user account. Portable USB copies are unreadable.

Signed auto-update

Update manifests signed server-side; the launcher validates the signature and the SHA-256 checksum before applying any payload.

Safe downloader

Resumable HTTPS downloads with integrity verification. A corrupt or interrupted download never ships to the game folder.

Minimal footprint

No kernel driver. No background service. No telemetry beyond crash reports the user explicitly opts into.

Player-respecting by design. Publisher-protecting by design.

8. Technology & Scalability

Boring technology chosen deliberately. We ship with stacks that have 10+ years of production scars so the novelty budget can go into the product, not the plumbing.

8.1 Stack overview

- Backend: Laravel 12 on PHP 8.4 — strict typing, queues, scheduler, events, broadcasting.
- Frontend: Blade + Alpine.js 3 + Tailwind CSS 4 + Vite. Zero SPA overhead; progressive enhancement.
- Real-time: Pusher Channels for private chat, notifications, launcher events.
- Database: MySQL production / SQLite local, with a migration-first schema and a battle-tested Eloquent layer.
- Launcher: .NET WPF (Windows), shipped as a code-signed MSI installer.
- SDKs: Unity (C#), Godot (GDScript), Unreal (C++ plugin with Blueprint support).

8.2 Performance & scale

- Eager-loaded relationships, query caching and Blade view caching keep TTFB under 200 ms at current load.
- Static assets fingerprinted by Vite + long-TTL cache headers — CDN-ready with zero code change.
- Queued jobs for every slow operation: email, invoices, large file hashing, newsletter sends.
- Horizontal scaling plan: stateless web tier + MySQL + managed object storage — lifts cleanly to AWS or any cloud when traffic demands.

8.3 Developer experience

- Custom admin panel (not Filament) purpose-built for the Bitobit workflow: games, products, orders, tournaments, wallets, chat.
- 22-chapter in-admin knowledge base (the Bitobit manual) kept in lock-step with features.
- One-command deploy to shared hosting via Python + signed HTTP endpoint — repeatable, auditable, reversible.

9. Compliance & Trust

Trust is a spreadsheet of small commitments kept consistently. Here are ours.

GDPR by design

Consent-first cookie banner, right-to-access, right-to-erasure, right-to-portability workflows exposed in the user account area.

Privacy policy + T&Cs

Italian-first with English mirror. Versioned. Users re-accept on material changes — not silent updates.

PCI-DSS SAQ-A

We never store, process or transmit cardholder data. Stripe / PayPal handle the entire card lifecycle.

Refunds & disputes

Self-service refund window, admin-initiated refunds reconcile into studio earnings automatically. Full audit trail.

DMCA & abuse

Takedown workflow wired into the support ticket system. Trusted-flagger lane for IP owners.

Player data export

One-click export of orders, wallet ledger, achievements, and messages. Plain JSON, no gotchas.

10. Platform At a Glance

The numbers that matter, on a single page.

92%

Studio revenue share
(industry-leading)

Ed25519

Signature algorithm for
entitlements

30 days

Offline play window, no hard
wall

€50

Minimum payout, monthly
cadence

0

Card-data bytes stored on
Bitobit servers

3 of 3

Hardware components for fuzzy
HWID

10 min

Signed download URL TTL

22

Chapters in the admin
knowledge base

Integrated services

- Real-time chat (Pusher Channels) — private rooms, presence, unread counters.
- Ticketing system — categories, priorities, rated resolutions, canned responses, CSV export.
- FAQ / Help Center — admin-editable, Alpine-powered accordion, multi-category.
- Newsletter — queued delivery, open/click tracking, segment filters.
- Referral program — user codes (BTB-XXXXXX), earnings, admin oversight.
- Reviews — user submitted, moderated, aggregated per game.

11. Partner with Bitobit

Bitobit / Starcade is live, growing, and actively onboarding studios, distribution partners and platform holders. We're open to publishing deals, white-label infrastructure partnerships, regional distribution agreements and investment conversations.

What we're looking for

- Indie studios with launch-ready catalogues.
- Press and media partners for feature coverage.
- Payment and KYC partners for regional expansion.
- Strategic investors for the next growth phase.

What you get

- A production-grade platform, not a slide deck.
- A 92% revenue share (publishers).
- White-label-ready infrastructure.
- A team that ships every sprint.

“

The 30% platform tax era is ending. We'd rather build the thing that replaces it than argue about it.

— Bitobit team

Get in touch

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A modern commerce platform for modern games.

bitobit.it