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Apple Flash Research Paper

GamerOS

Our company should implement a gaming service for the Mac. Gaming is close to non-existent on the Mac Operating System. With GamerOS, we can utilize the Mac operating system to play any game out on the mac by streaming games through the cloud. Our company can benefit from this application by charging a commission for the games that gamers want to play. This brings gaming to the MacOS and opens a new market of MacOS gamers.

GamerOS is an application that allows a user to stream a game from the cloud. Games are hosted onto a cloud server and gamers select the game they want to play. When selected they access the game through their GamerOS application and pay to play the game. This is very convenient because most of apple hardware storage is not very large currently. Most of user's storage is stored on the cloud. With essentially an unlimited amount of games to choose from gamers can play any game they want on their MacOS when ever they want with out having to download the game. With the GamerOS we can also eliminate the downloads of extra software required to play the game. Gamers will be able to play their game of their choice with just a click of a button and they are ready to go.

Our company can make money from this by hosting popular games and charging a fee for when ever gamers want to play. Essentially, gamers can pay a larger fee to have unlimited access to a game so that they can play whenever they want. The market for this application is huge because of the growing gaming community out there. Many gamers also have a MacOS device but can't play games because many games are made for PC. With this software we can attract many customers and can convert PC gamers to Mac. Gamer makers can continue to make games in what ever platform they want and with GamerOS their game will be playable on a MacOS with just a click of a button.