# WEBRTC ASSESSMENT
## MAKE YOUR WEBRTC GOALS A REALITY

**LiveSwitch**

## Problem

Without previous WebRTC project experience, it can be difficult to determine project scope, cost and architecture needs for your planned WebRTC project. This can easily lead to scope creep that can derail your project, push back timelines and negatively affect your bottom line.

## Solution

A WebRTC Assessment from LiveSwitch will provide you with the answers you need to start incorporating WebRTC into your environment.

Whether you decide to use our Professional Services staff, or embark on the project in-house, the WebRTC Assessment will supply you with a roadmap for the best WebRTC architecture and implementation strategy for your application.

## Benefits

- Provides you with answers to the many questions that surround incorporating WebRTC into your existing environment.

- Outlines the best WebRTC architecture for your project to ensure that the solution meets your unique specifications.

- Provides you with detailed breakdown of project requirements that you can use to start estimating potential project costs and ROI.

- Gives you a greater understanding of your projects current state and desired future state so that you can ensure that the project execution produces the capabilities and user experience that you expect.

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### liveswitch.io
### 1-888-379-6686

# GOALS OF A WEBRTC ASSESSMENT

## A COMPREHENSIVE PLAN TO ENSURE YOUR SUCCESS

**1. To gain a full understanding of your functional needs, discover the overall goals of your WebRTC project, and determine how best to incorporate WebRTC capabilities.**
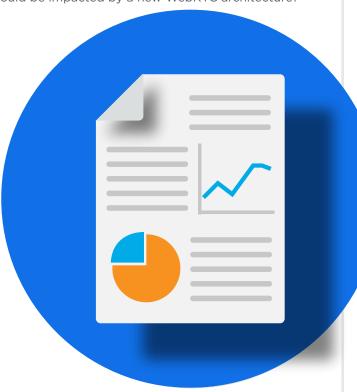
**2. To understand your current application with particular attention paid to:**

**a.** Is the application using any existing forms of RTC?
**b.** What (if any) 3rd party products are being used that could impact a WebRTC implementation?

**c.** Are there opportuinities to leverage hardware acceleration in your application?

**3. To define your WebRTC architectural needs, by answering:**

**a.** Does your application need capabilities for high volume streaming, low volume burst traffic, or both?
**b.** What devices need to be supported (e.g. web, smartphones, smart tablets, medical peripheral devices, etc...)?
**c.** Which platforms must be supported (e.g. browser, iOS, Android, Xamarin, etc.)?
**d.** Is each participant's streamed media one-way or bi-directional?
**e.** What is the volume of users on each flow?
**f.** Is a peer-to-peer mesh network sufficient, or is a server needed?
    **i.** Can your application be sustained on a peer-to-peer connection?
    **ii.** Do you need a Selective Forwarding Unit (SFU) server?
    **iii.** Do you need a Multipoint Control Unit (MCU) server?
**g.** Do you need a recording or post-processing server?
**h.** Do you need to integrate any non-WebRTC protocols?
    **i.** Calls via VOIP/Session Initiation Protocol (SIP)
    **ii.** Broadcasting to Content Delivery Networks (CDN) using protocols such as HTTP Live Streaming (HLS)

**i.** What additional products or features do you require for success?
**j.** Where in our current application are the points that could be impacted by a new WebRTC architecture?

## The WebRTC Solution that Plays Nice with Everyone

| FIREFOX | WINDOWS | APPLE | MAC | LINUX | JAVA | XAMARIN | ANDROID | SAFARI | CHROME | EXPLORER/EDGE |