TRANSACTION PLATFORM OF VIRTUAL COMMODITIES

Abstract

A transaction platform of virtual commodities includes a transaction processing component, a commodities verified component and a payment verified component. The transaction processing component establishes a trade target appended with a transaction condition on the transaction platform of virtual commodities for a virtual commodity in a game system. The commodities verified component generates and transmits a seizure signal to the game system, to cause the game system check the authenticity of the virtual commodity and seizure the virtual commodity. When a buyer performs a transaction on the trade target, the payment verified component verifies whether the buyer has fulfilled the transaction condition, and immediately notifies the game system to hand over the corresponding virtual commodity to the buyer once the buyer has fulfilled the transaction condition. Thus, the buyer is able to obtain the ownership of the virtual commodity immediately after having fulfilled the transaction condition.

FIG. 1