

# BLACK OPS II

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- MATCHMAKING
- LEADERBOARDS
- THEATRE
- EMBLEMS
- BLACK MARKET



# BLACK MARKET

Exchange Cryptokeys for 54i Contraband



Common Supply Drop



Rare Supply Drop

Slight chance for a Rare item or better.  
You do not have enough Cryptokeys!

0

NEXT CRYPTOKEY

Back

Call of Duty: Black Ops 3 rev X

 [www.polygon.com/2015/11/6/9648812/call-of-duty-black-ops-3-review-ps4-xbox-one-pc](http://www.polygon.com/2015/11/6/9648812/call-of-duty-black-ops-3-review-ps4-xbox-one-pc)

**NEW!**

**UPDATE: 11/12/2015**

# *CALL OF DUTY: BLACK OPS 3 REVIEW*

## *UPDATE ONE:*

As expected, *Call of Duty: Black Ops 3* launched last week to a lot of fanfare, and little to no server difficulties to speak of. There were sporadic reports of hiccups here and there, but they largely disappeared after a day or so, and never seemed to impact general reliability. As such, we're comfortable removing the provisional status from this review.

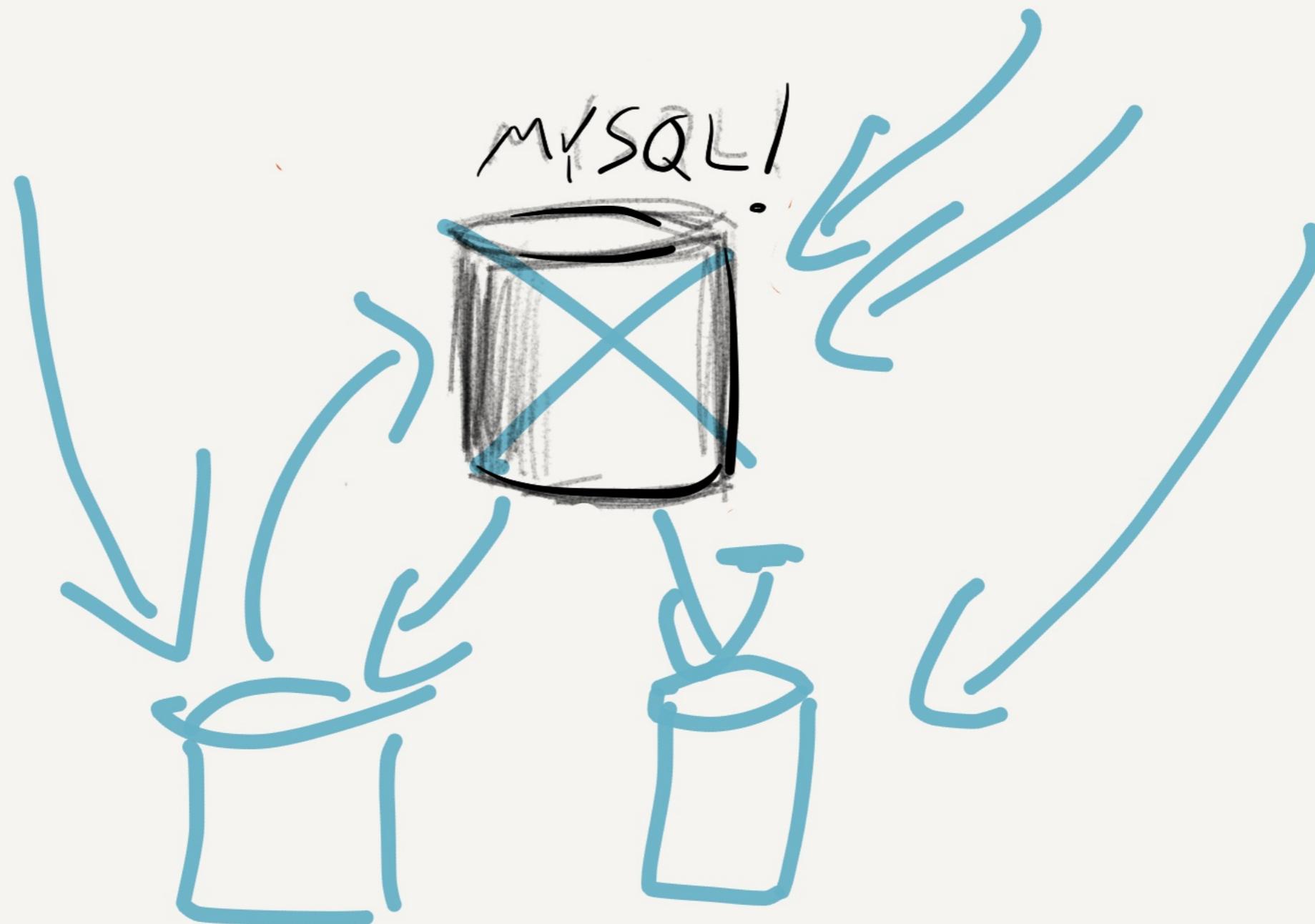
**INITIAL REVIEW: 11/06/2015**

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# REPLICATION

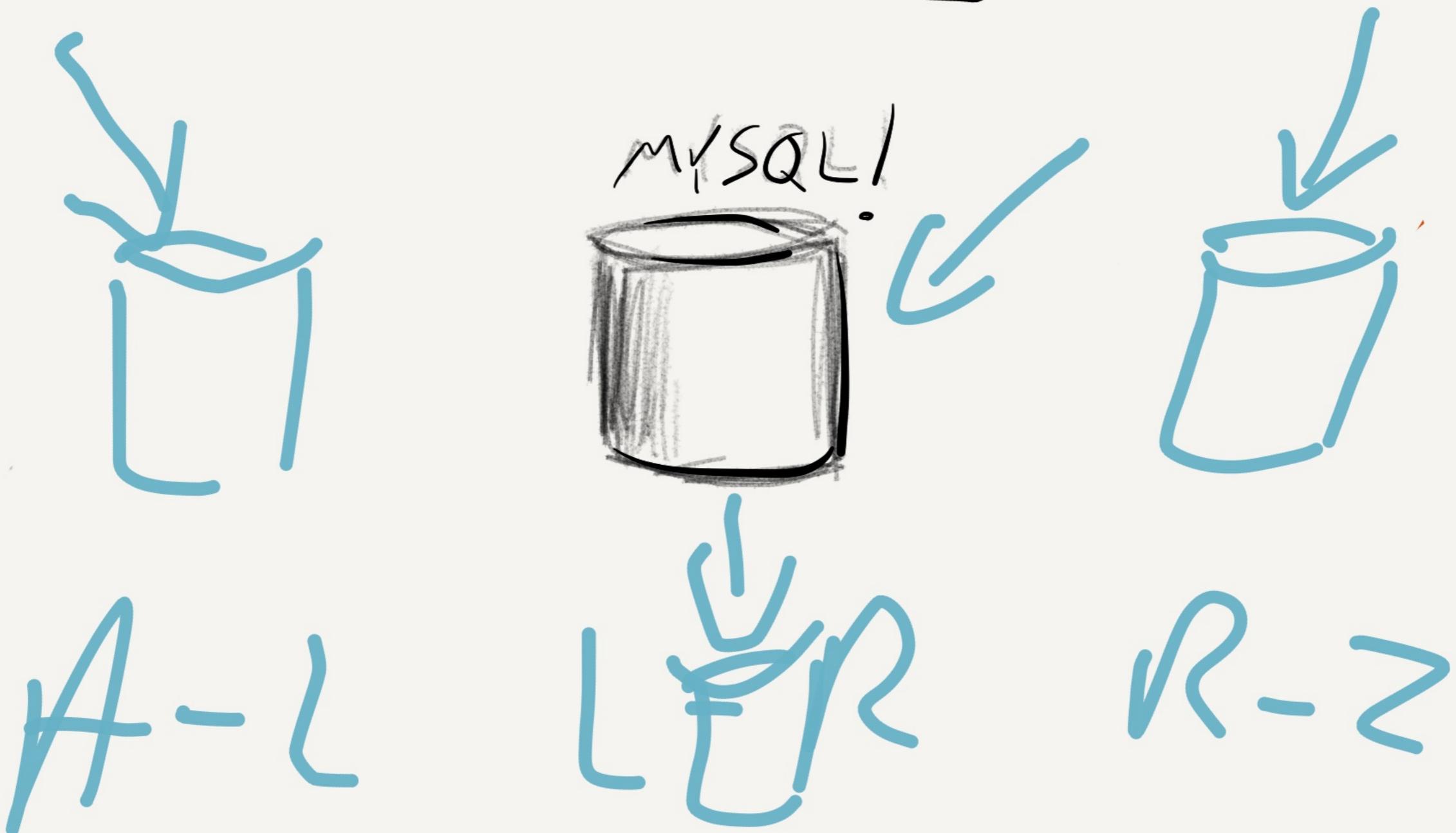


# BLACK OPS II

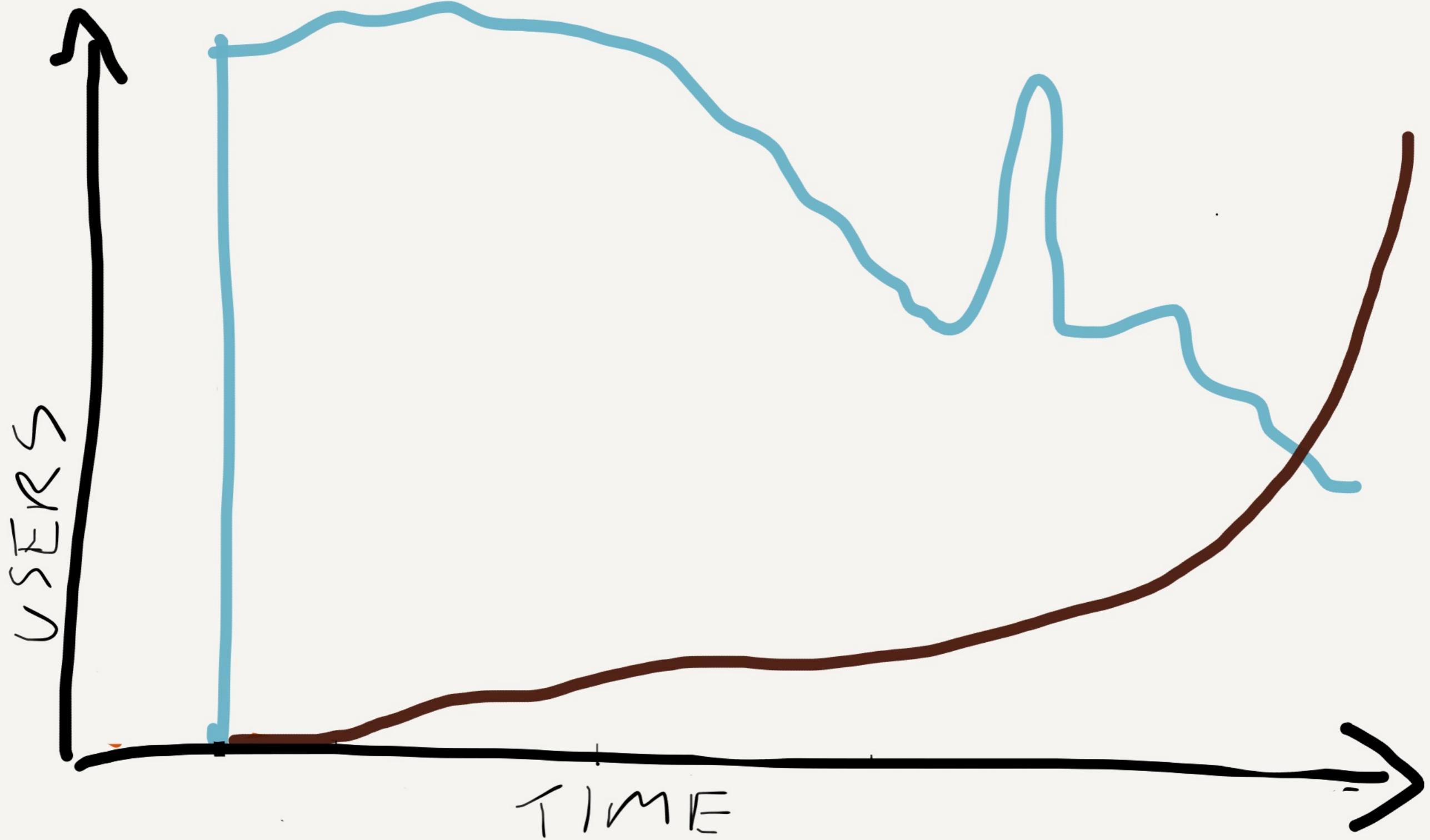
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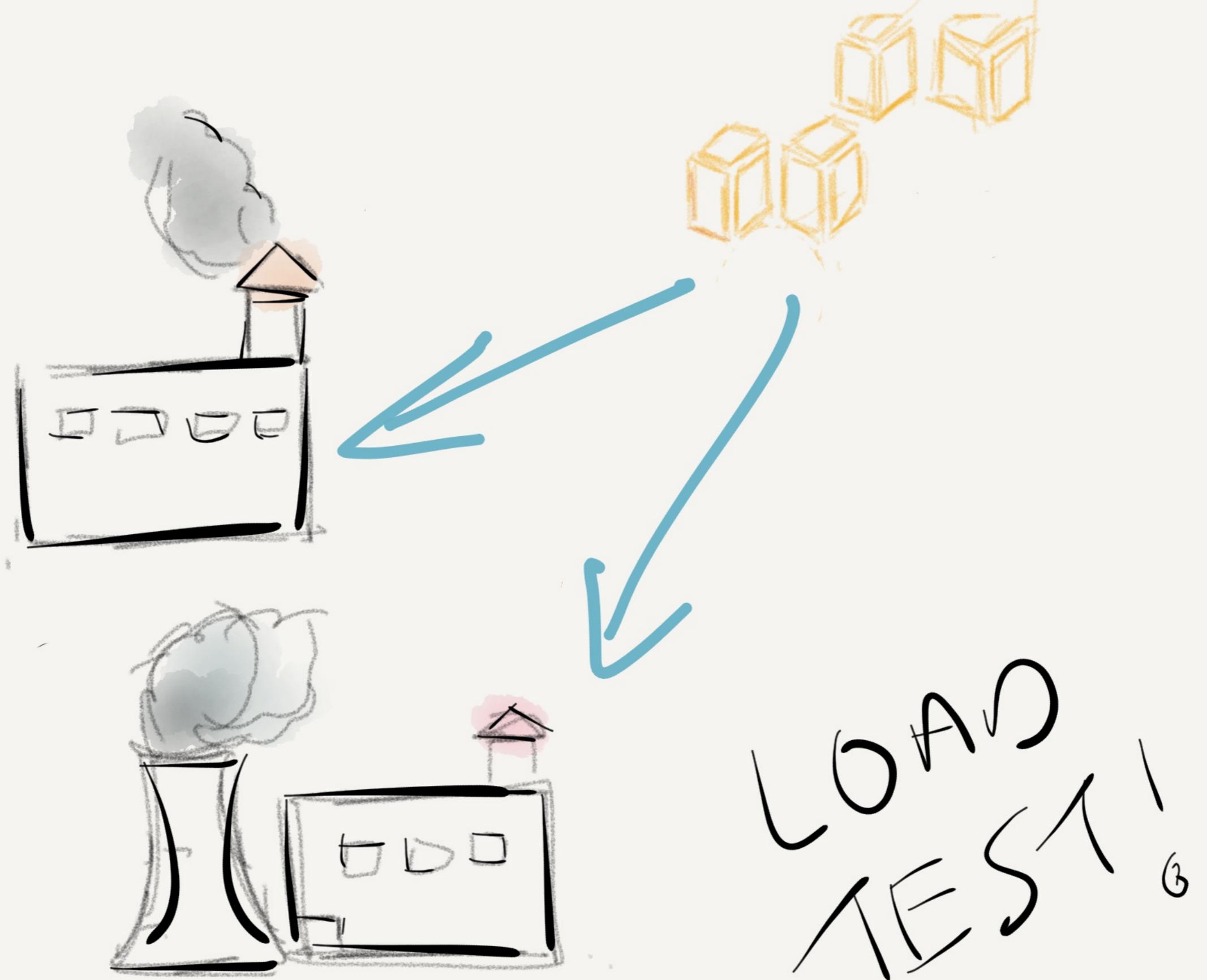
- MATCHMAKING
- LEADERBOARDS ~~X~~
- THEATRE
- EMBLEMS
- BLACK MARKET

# SHARDING



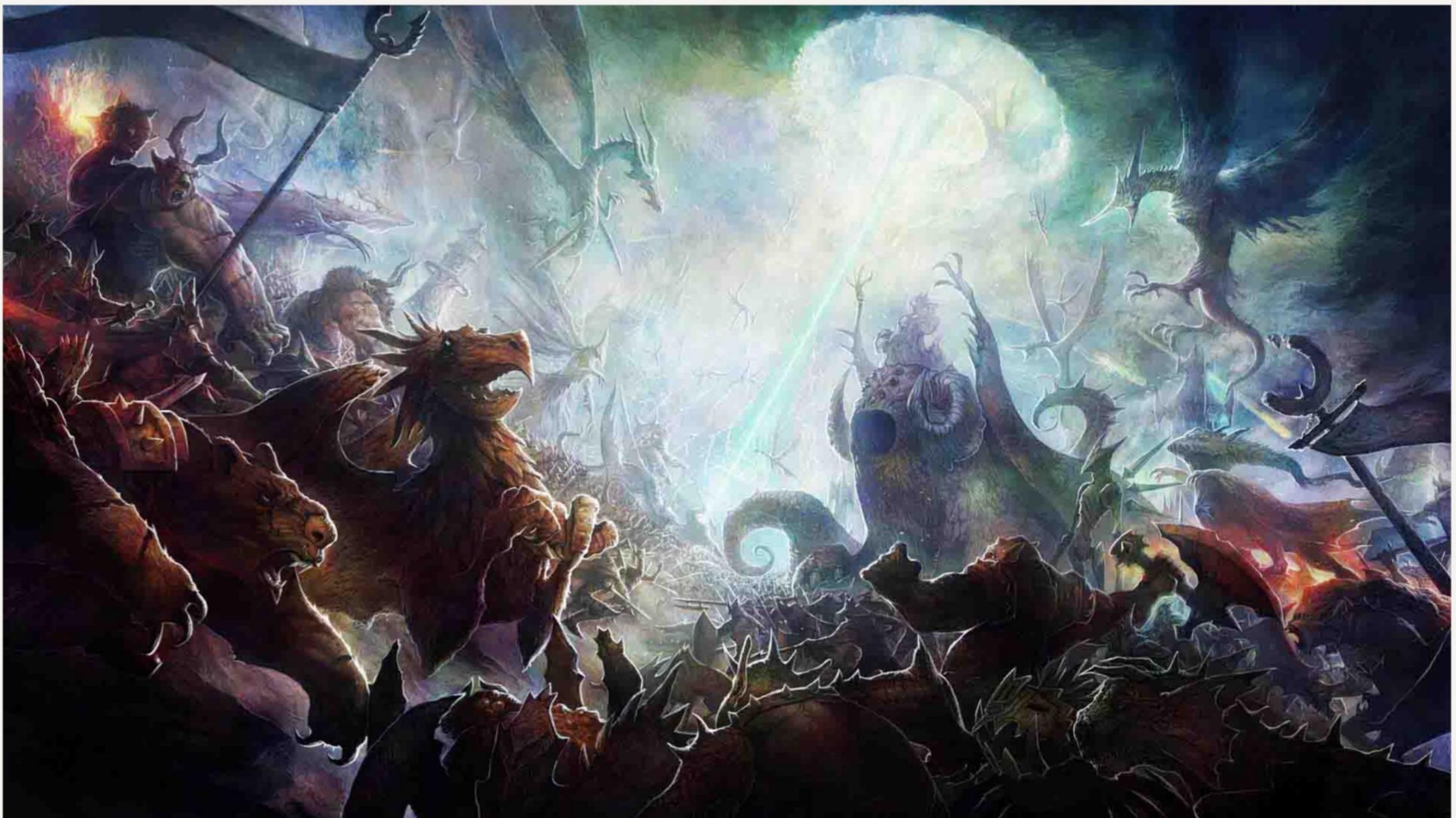
# USE CASE





# ARCHITECTURE

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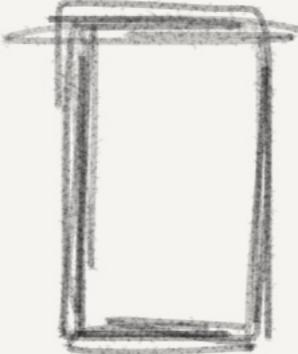
C++



ERLANG



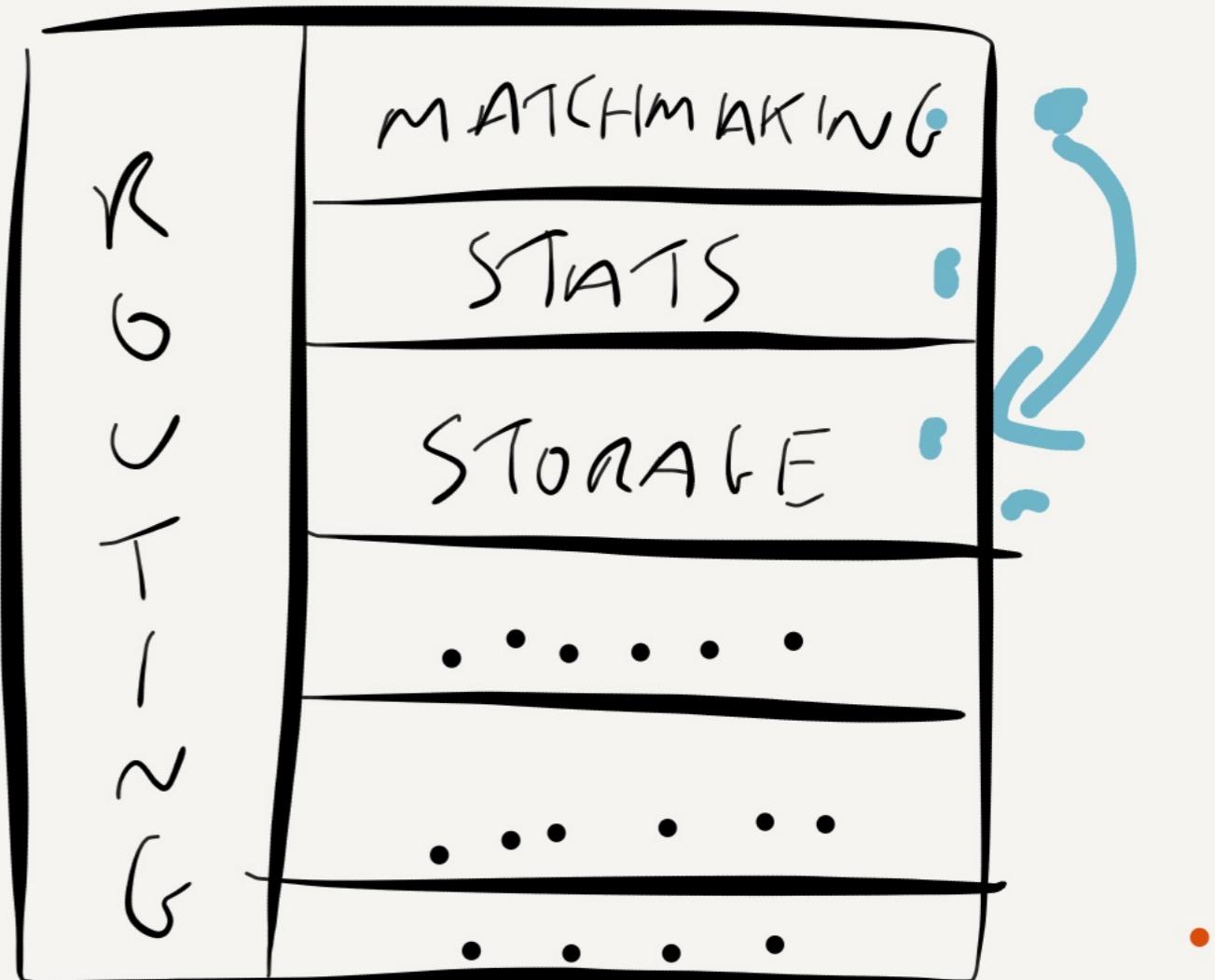
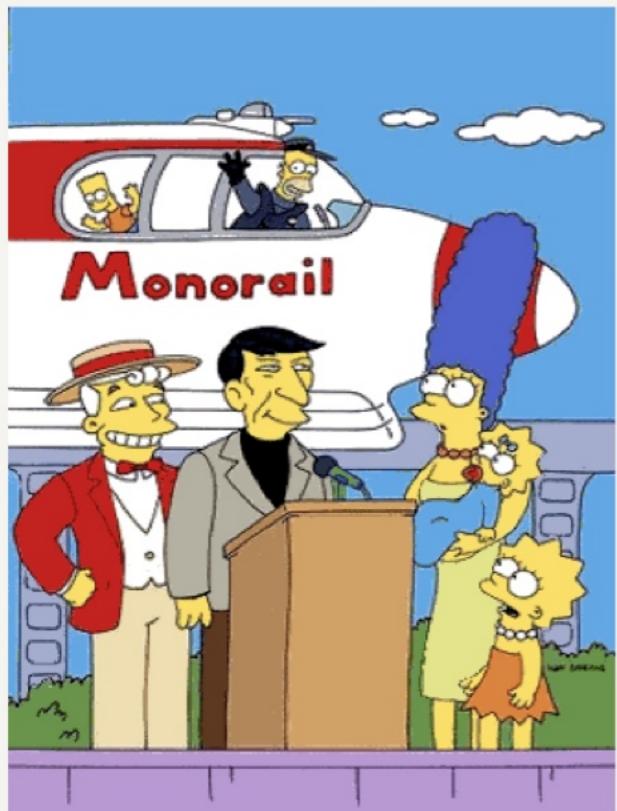
django

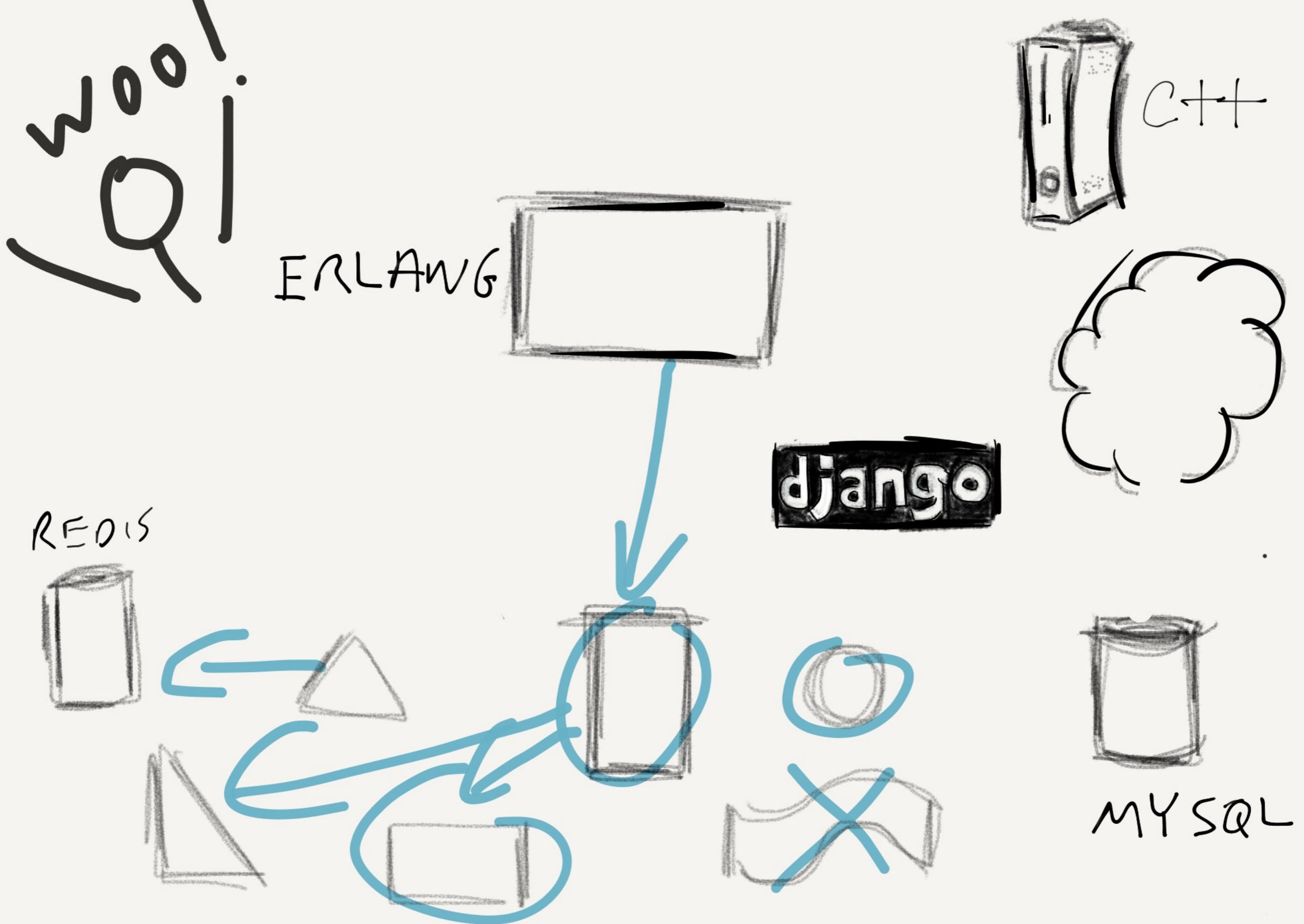


PYTHON

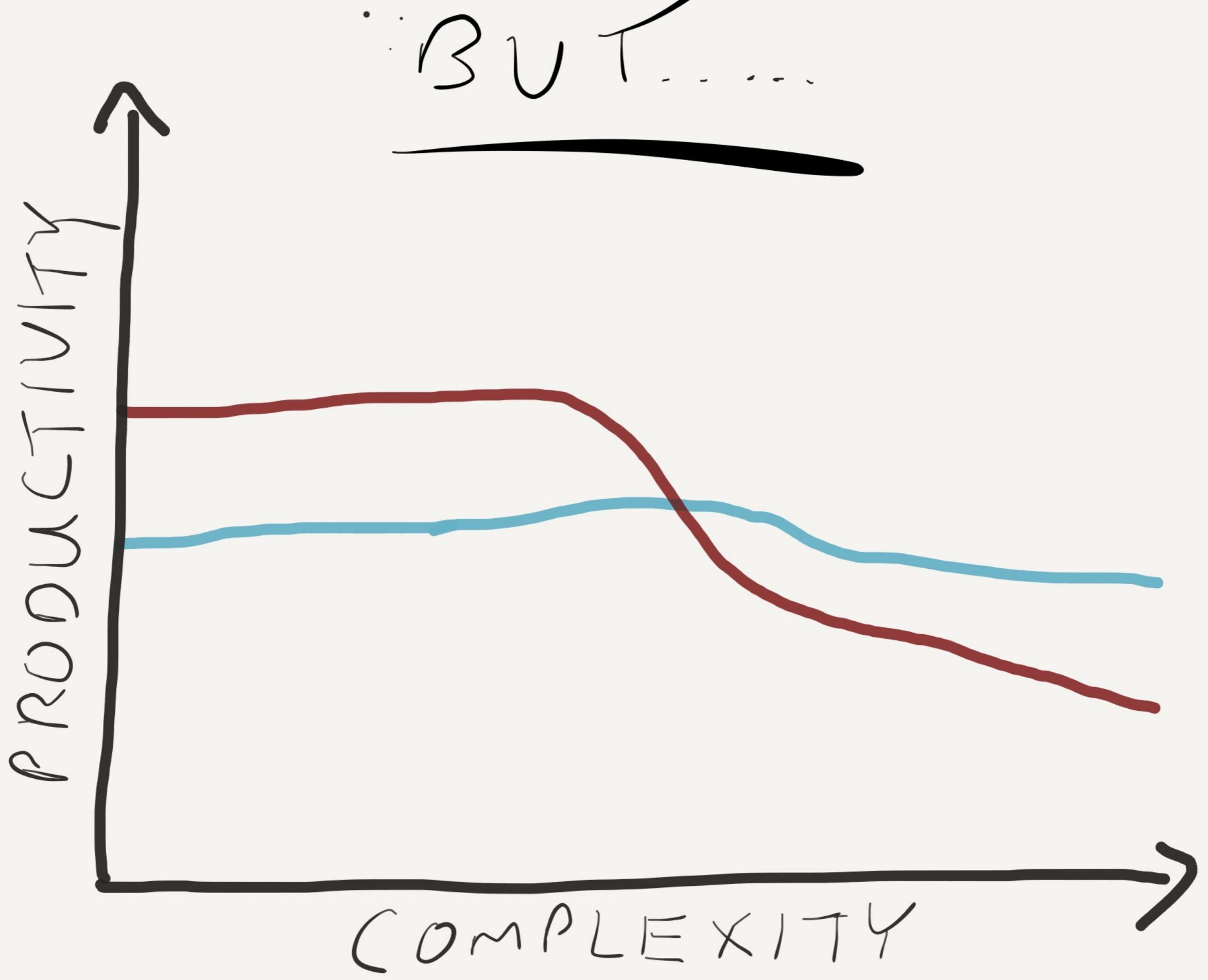
MySQL

# MONOLITH









DEV + TESTING

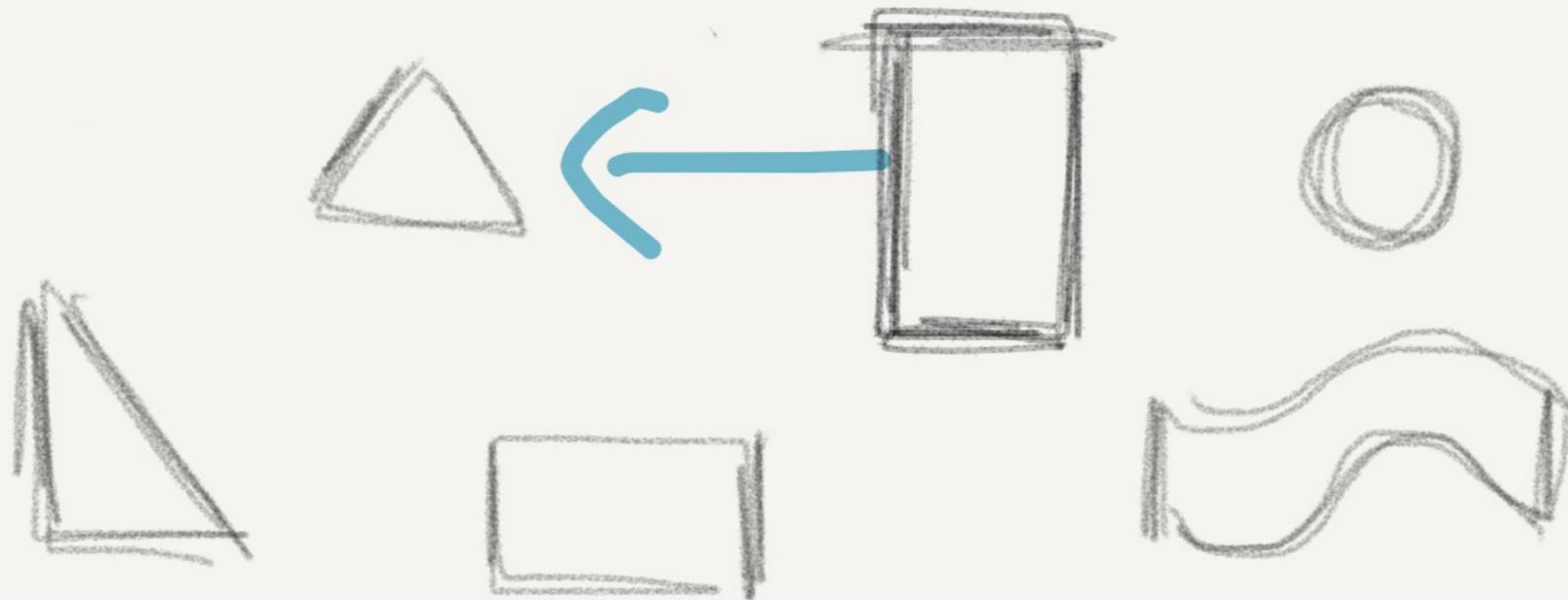


C++

ERLANG



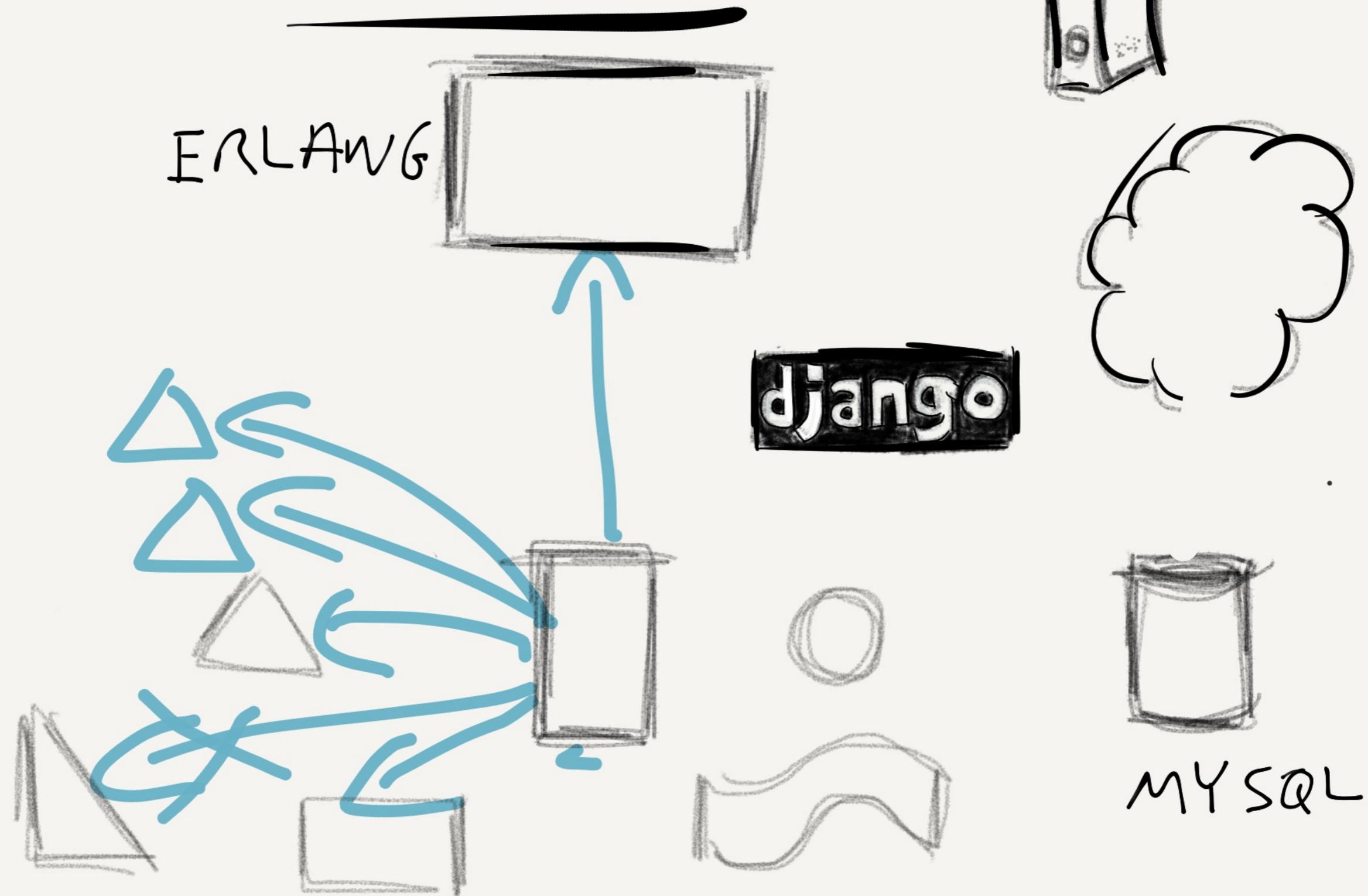
**django**



MySQL

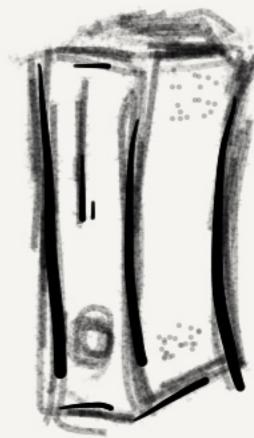
# DIST. SYSTEMS

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FEAR  
THE  
BEARD!





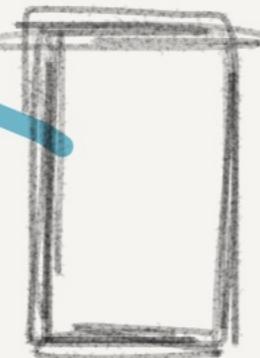
C++



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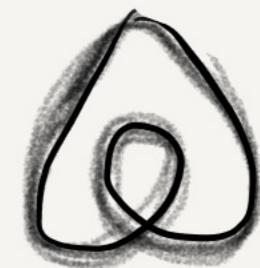
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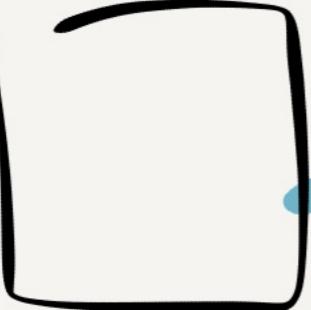
MySQL



# SMART STACK!

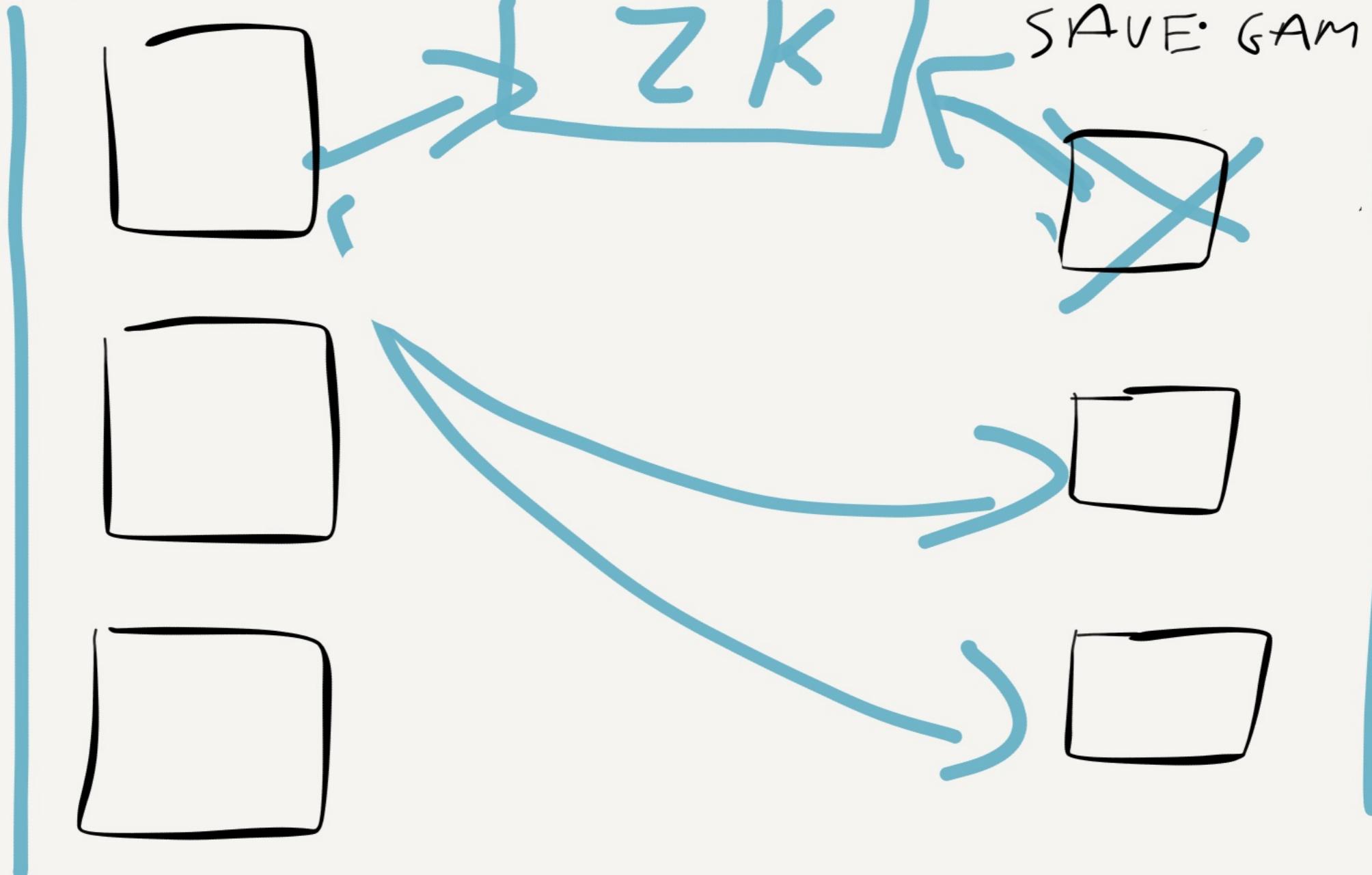
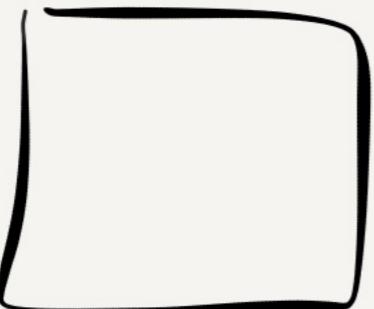
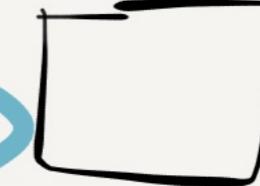
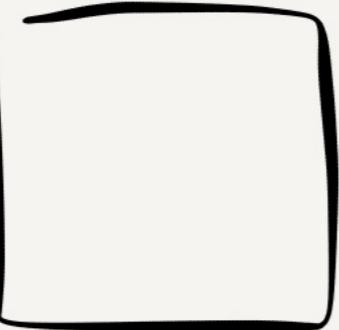
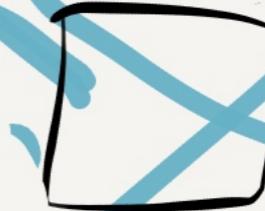


PROFILE



ZK

SAVE GAME



THANKS!