

From Connection to Game

A Scalable Solution For An Online Gaming Service

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Initial Connection

During the initial connection stages, the user is registered into network by assigning them a unique registration key. The key is then used to identify users when changing server or reconnecting to a server if the connection is lost

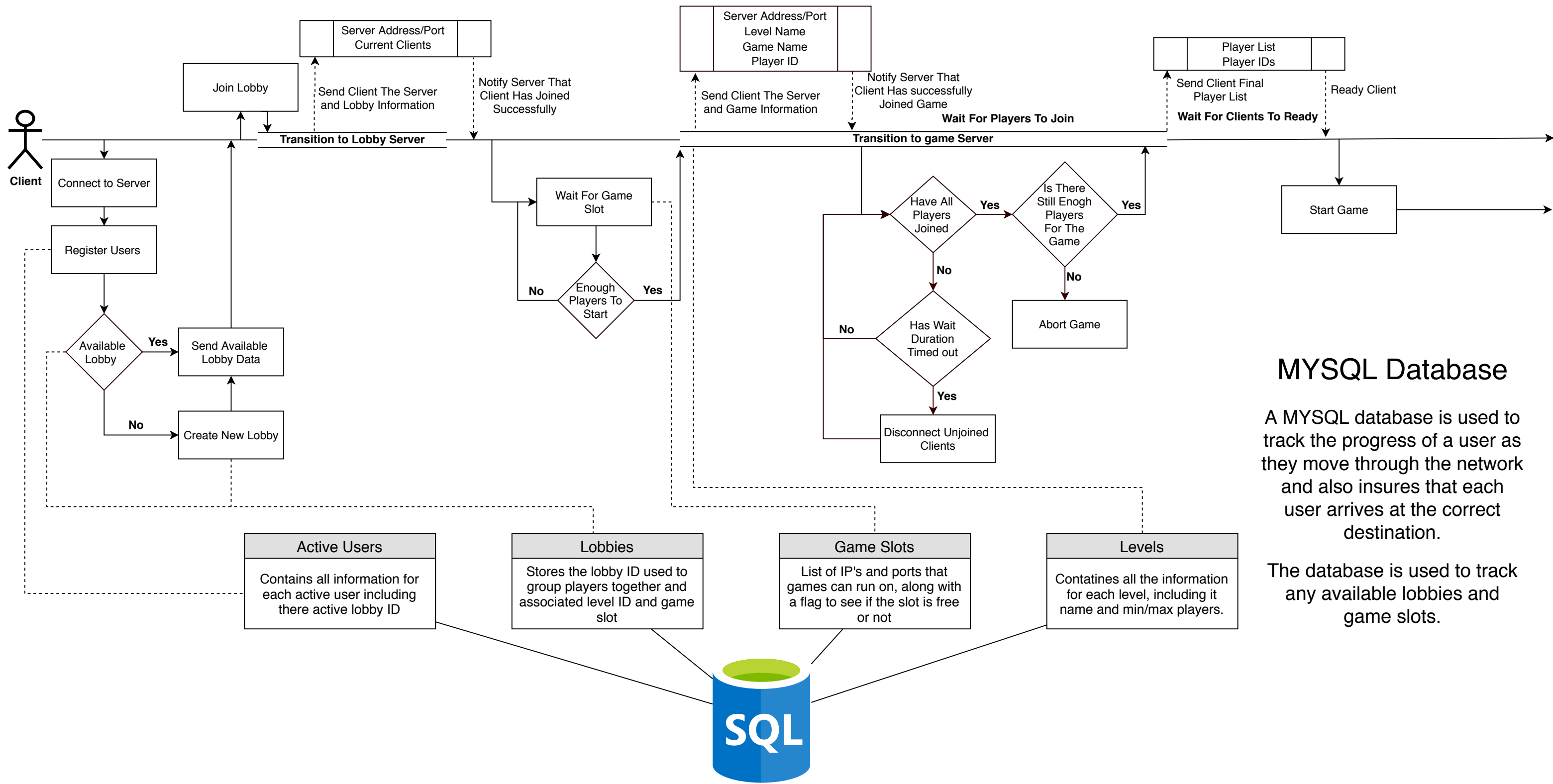
Waiting for a Game Slot

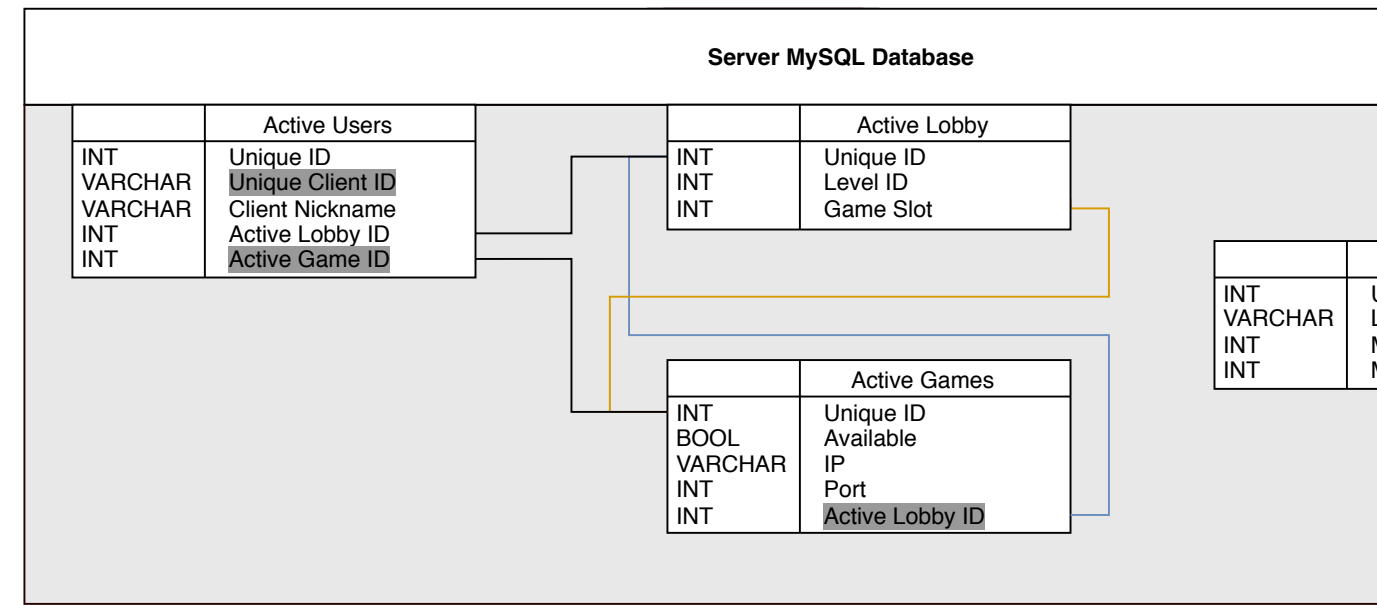
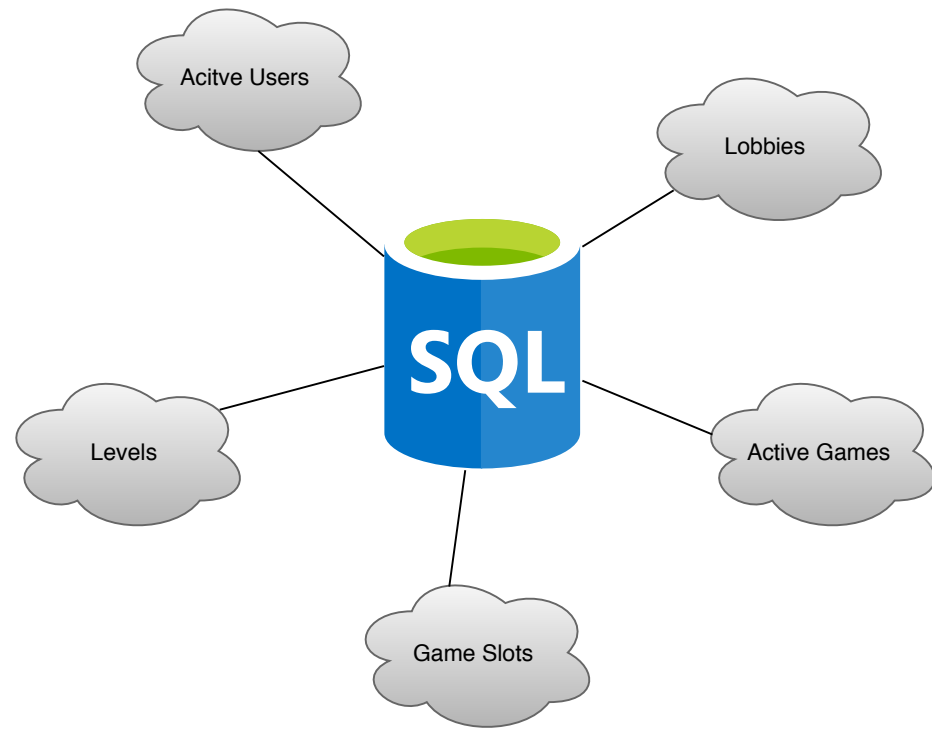
For the case that we run out of resources or the max concurrent active game limit is reached, lobbies are put into a queue to wait for a game slot to become available.

This helps to insure that all of our users have a smooth gaming experience!

Transition To Game

Once the lobby has been assigned a game slot, the server sends each user of the lobby the address of the server that the game will be hosted by, along with level that should be loaded and the players id within the game.





Levels
Unique ID
Level Name
Min Players
Max Players