

## CloudBread

http://aka.ms/cbp

### Be with



// Project Leader / Co-Founder

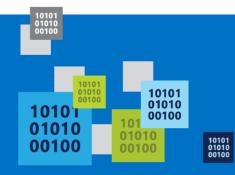
Jangyoon Kim ( Jay )





#### Dae Woo Kim

- CloudBread Project Founder & Leader



### Welcome to CloudBread!

#### Free OSS Project- CloudBread

#### Free OSS License (MIT) Project

Game server engine built for Mobile Game

#### 100+ BL feature

- Focus on your game
- Support 100+ business logic by default
- Call API with parameter
- Example code and docs
- Support client SDK

#### Scaling Backend

- No client code change
- Full PaaS cloud
- Scale Up Out on your choice
- Feature choice by config

#### Security / Admin Tool

- Authentication / Encryption
- GM management tool
- Batch (DAU, HAU, DARPU) support
- Free camp and hackathon

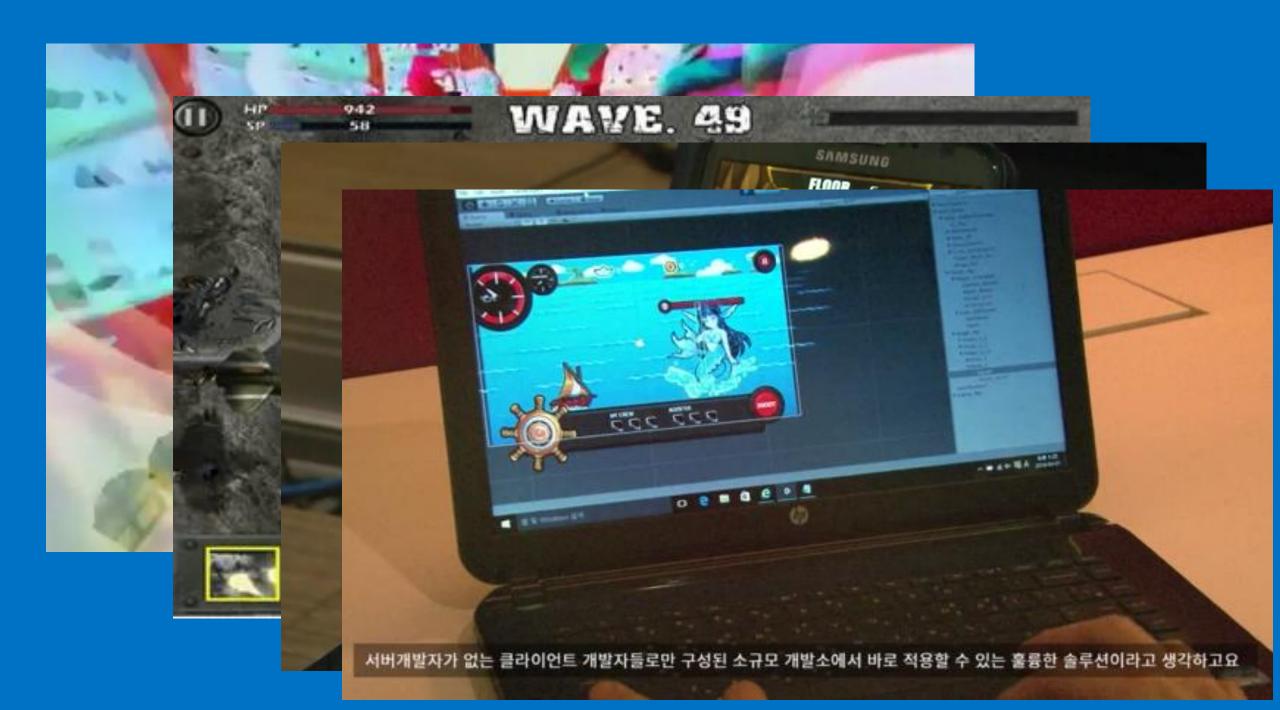


## Game Server Engine for Development Studio

https://www.youtube.com/watch?v=x1kuy024Ryl

## Then who could be using CloudBread more?





### And,



### Free MIT License

# 100+ game logic w/instant API test

https://github.com/CloudBreadProject/CloudBread/wiki https://github.com/CloudBreadProject/CloudBread/wiki/CloudBread d-behaviors-list

# CloudBread "Unity" client SDK

https://github.com/CloudBreadProject/CloudBread/wiki/HoweleadProject/CloudBreadProject/CloudBread/wiki/HoweleadProject/CloudBreadProject/CloudBread/wiki/HoweleadProject/CloudBreadProject/CloudBread/wiki/HoweleadProject/CloudBreadProject/CloudBread/wiki/HoweleadProject/CloudBreadProje

### How CloudBread works?

### HTTP REST API JSON + Realtime Socket(P2P)

### Restful API

Get Events List API: Call SelGameEvents HTTP Request

```
{
    memberID = "member1"
}
```

#### HTTP Response

```
EventID ="eventID1", EventName="Crystal1", duration=...
EventID ="eventID2", EventName="Daily event", duration=...
EventID ="eventID13, EventName="Invitation give", duration=...
}
```

### API List Game Logic = Behavior

Game Logic -> API Easy API add/modify

## Behavior list http://aka.ms/cbp

-> wiki -> Behavior list

## CloudBread DB design <a href="http://aka.ms/cbp">http://aka.ms/cbp</a>

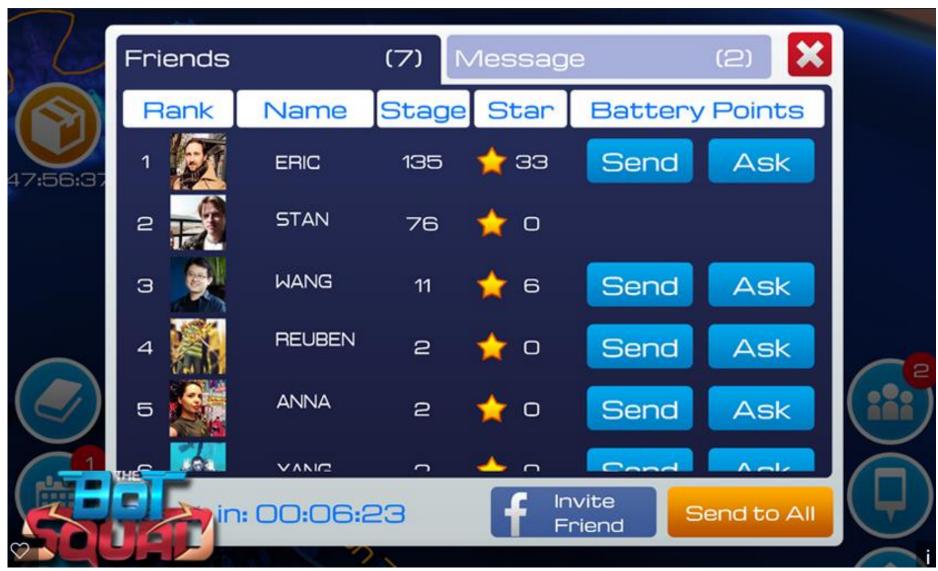
-> wiki -> database design doc

#### Game Event - "Event"



### "Event" API CBSelGameEvents

#### Leader Board -Rank



### "Rank" - Leader board GetMemberRankbyMeberID GetRangeRankerInfo CBRank-GetTopXRanker

#### Member item inventory - "memberitem"



## "Memberitem" CBSelMemberltems

#### In App Purchase - "Purchase"



## "Purchase" CBComSelMemberItemPurchase

Member

Admin

**Purchase** 

Item

MemberItem

GameInfo

Stage

Gift

**Notice** 

**Event** 

Coupon

## All test API w/ "Postman"

### Postman demo

## Postman collection download and import

Postman -> import -> import from link -> https://goo.gl/3F4By5

### CloudBread Developer Guide

Postman Hands on:
<a href="http://aka.ms/cbp">http://aka.ms/cbp</a>
<a href="http://aka.ms/cbp">-> wiki -> Home</a>

## Flappy bird /w CloudBread

https://youtu.be/umWGSm0h8kE

## CloudBread Admin-Web Admin-Web live demo

https://cb2-admin-demo.azurewebsites.net/

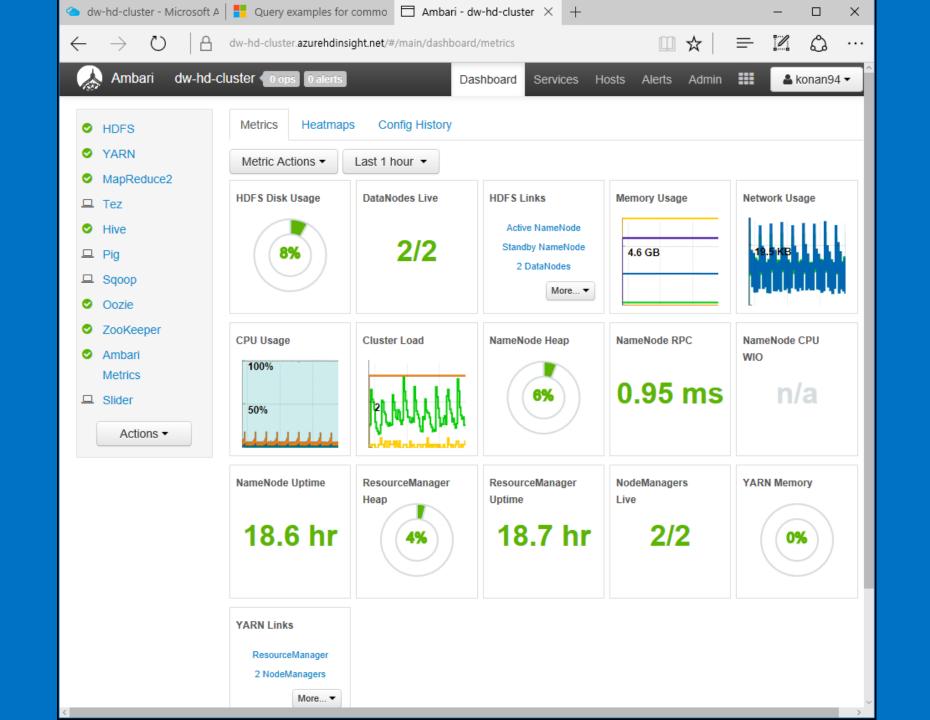
id: demo@cb2admin.onmicrosoft.com pwd: P@ssw0rd!

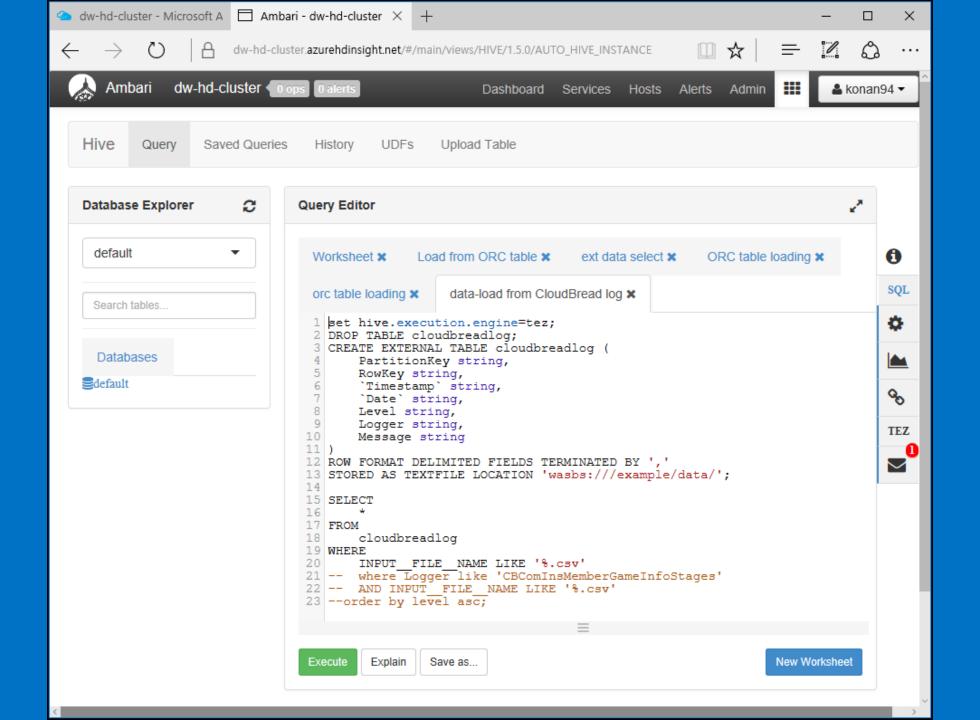
# Real-time Socket Communication w/ CloudBread

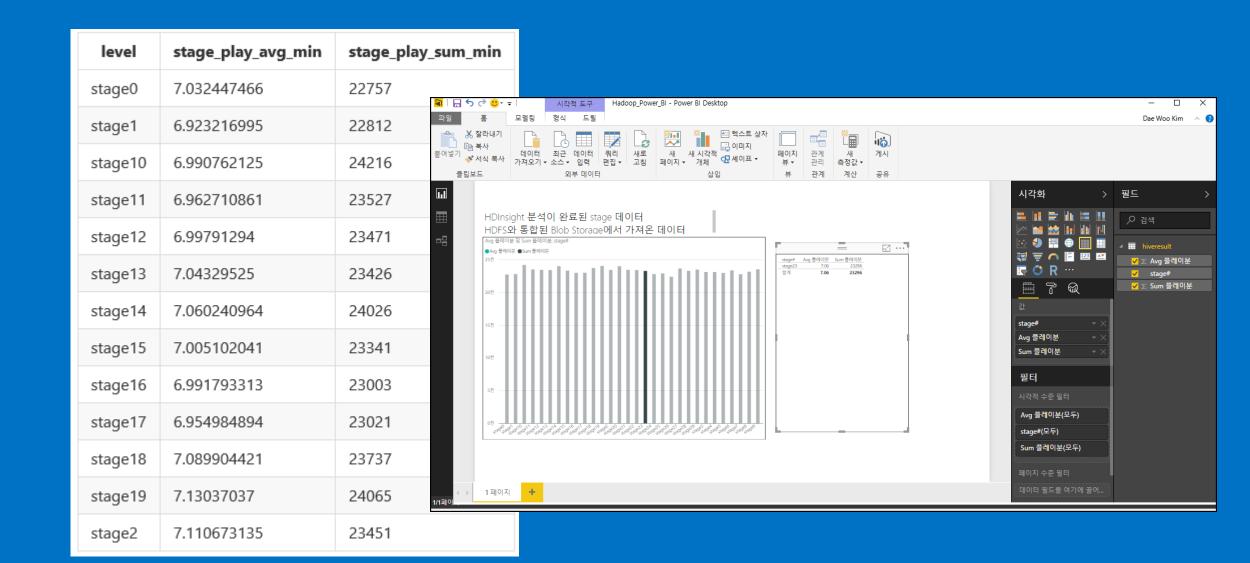
Live Demo: <a href="http://goo.gl/S5OzJ0">http://goo.gl/S5OzJ0</a>

### CloudBread Game level design

/w big data analytics, Hadoop - HDInsight

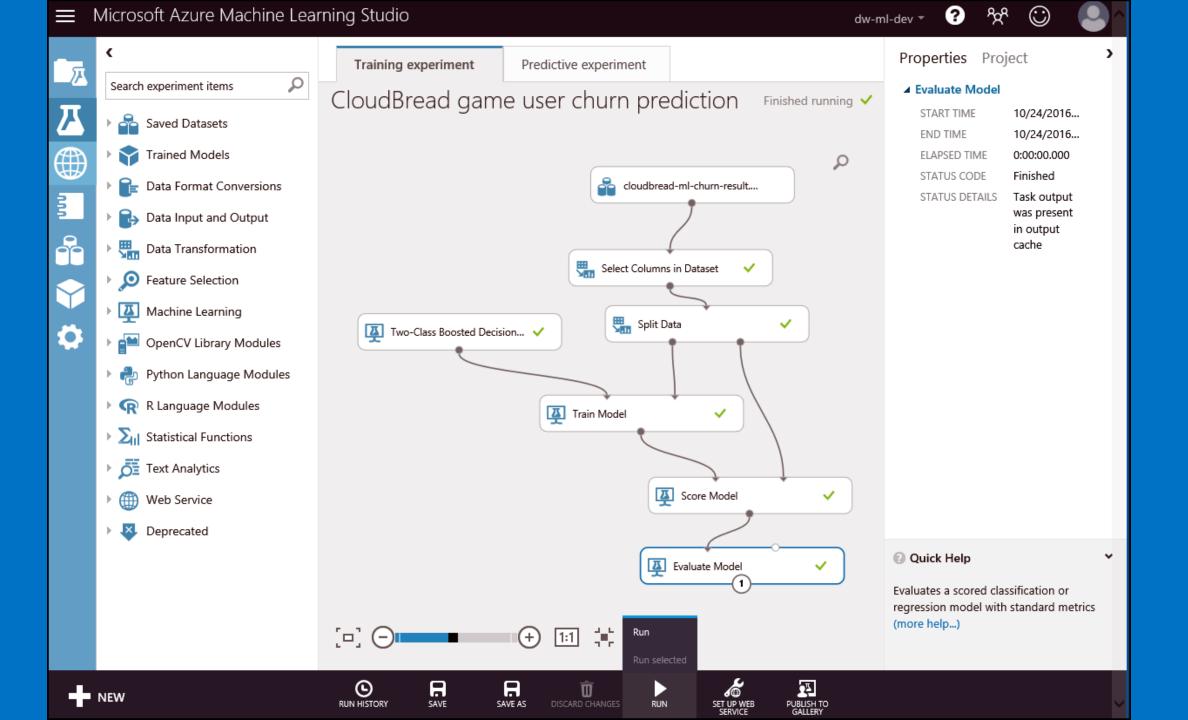


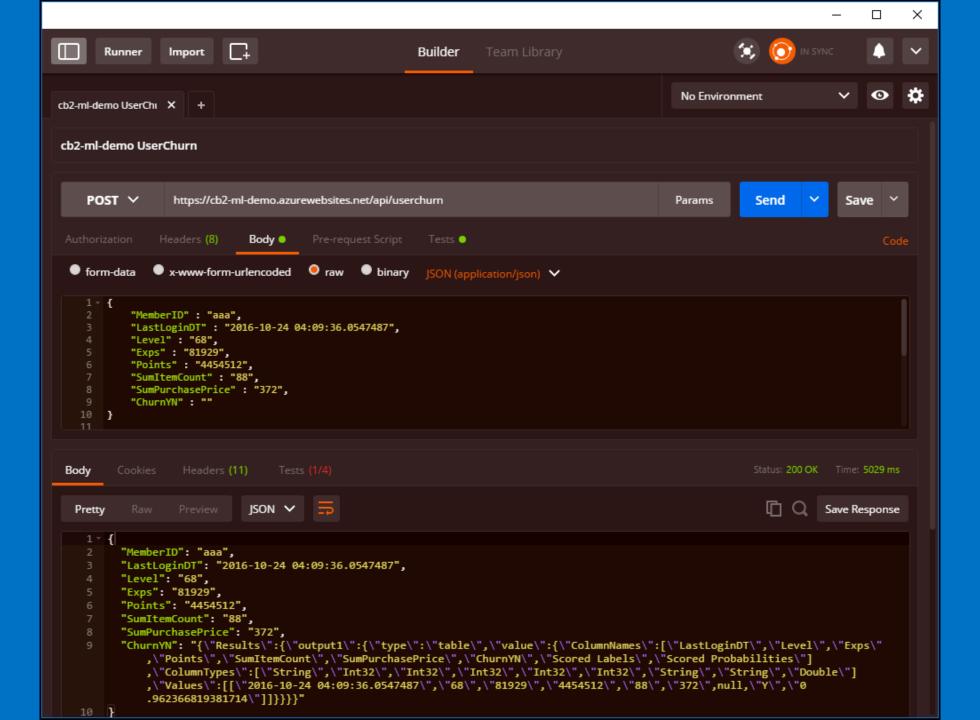


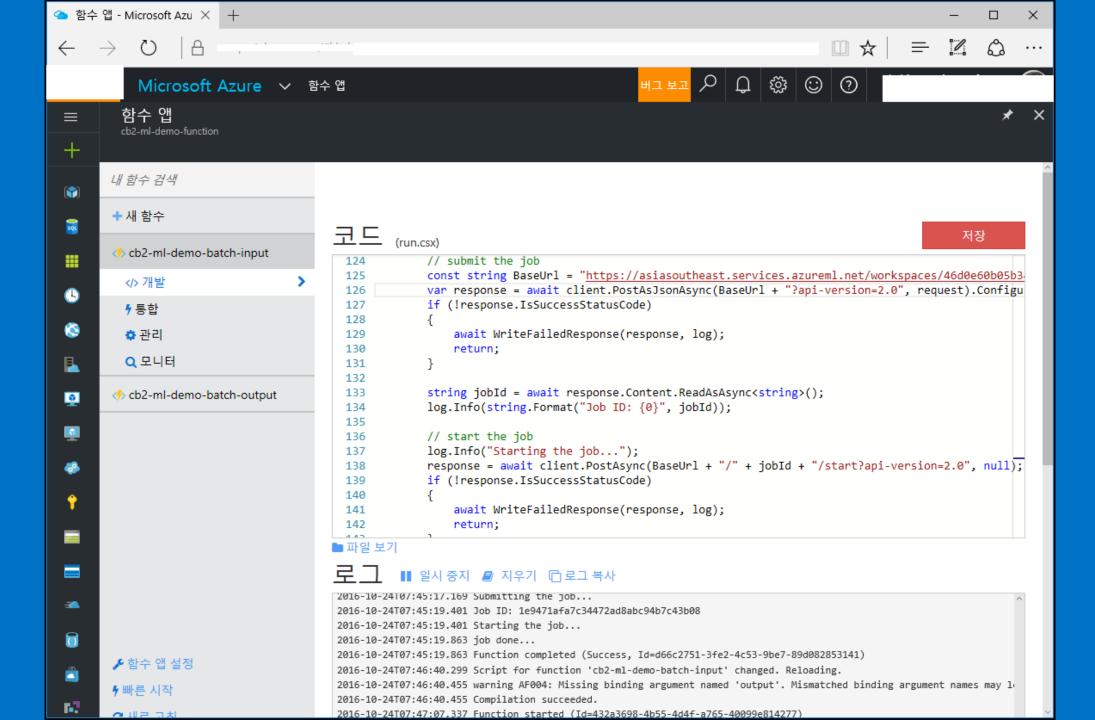


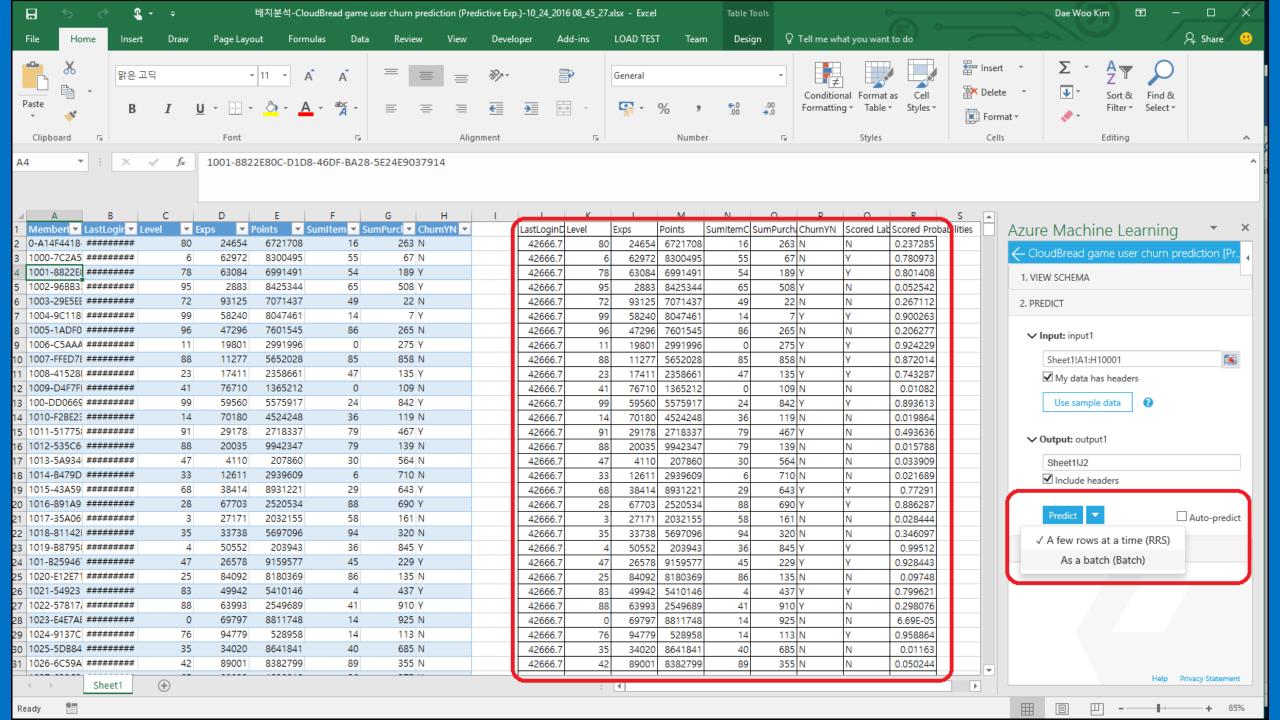
### CloudBread /w Machine Learning

Game user churn prediction In-Game item suggestion



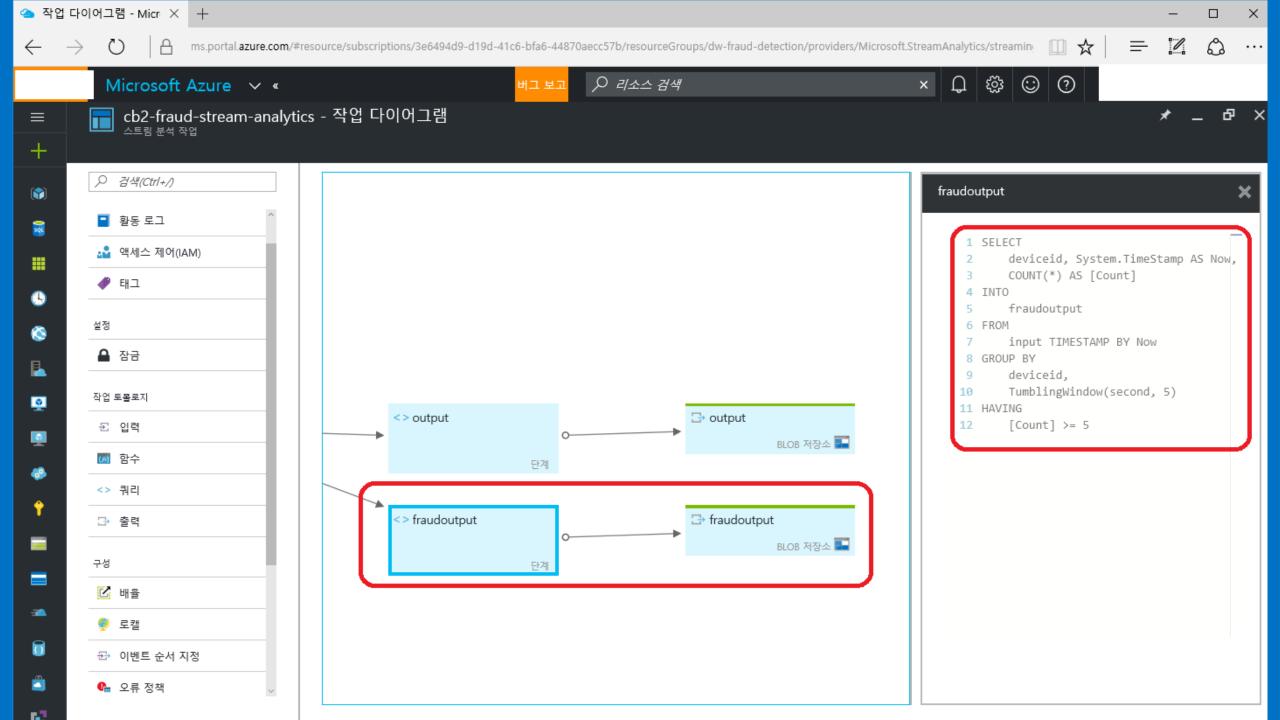






## CloudBread /w Stream Analytics

#### Real-time fraud detection



### CloudBread ARM



You: Code (application, infrastructure)
Azure: Resources (laaS, PaaS)

# ARM DEMO 8 Hands on

ARM Demo:

https://youtu.be/TvtXkRAymcg

