



This cloud based environment is made because I am a gamer that enjoys the Xbox consoles a lot. It starts from the client computers but in the case it will be the consoles. From the consoles it will connect to the internet. The internet will then process to the Xbox live cloud service. From the cloud server, we get the multiple connections to different servers and different regions these servers reside on. From the Servers, each person has their own accounts in order to connect which the cloud service will validate through the cloud based account database. Once connected and validated it will then begin to use the matchmaking servers and in game processing servers.

All of these servers and cloud based services are linked to the firewall. From the firewall you will then hit the storage of all the cloud based services and physical servers. The cloud based server then links to the pipeline which redirects traffic if there is any delay in services. Which will then link to the main physical server with everything stores and I'm sure backed up on. I know we are supposed to make up the company but I made up the design of how I think the Xbox live network works.