Model View Controller

We use “Model View Controller” to divide business logic and interface. We use game server as model layer, client as view layer, edge server as controller layer. The client device is responsible for displaying the interface and uploading user operations to edge server. Program run on edge server and process users’ operation data. Edge server as controller upload game data to game server and return video data to user. Game server process data from edge servers and return to edge servers.

Based on Law of Demeter, there are no interaction between game server and client interface. Edge servers as a medium of communication between them. It makes low coupling between layers and each layer has high independence.This allows one of the layers to be edited without changing others layers and different view can reuse same server codes. It increase code Reusability and system scalability. Different people focus on different layers in development. It reduce development time, facilitate management and subsequent maintenance.