For server latency and load, we use strategy pattern. Edge servers which run games will send information to edge server which manage information when their state are changed. They will send their load when new client connect or disconnect to them and send latency at a certain frequency. The only difference between two data is how to treat them, so we decide to use strategy pattern to avoid multiple conditional judgments. It also makes algorithm can be switched freely. This pattern can also improve scalability, we can easily to add function to treat other kind of data from edge server. After receive data, centre edge server will store data for others use case.

