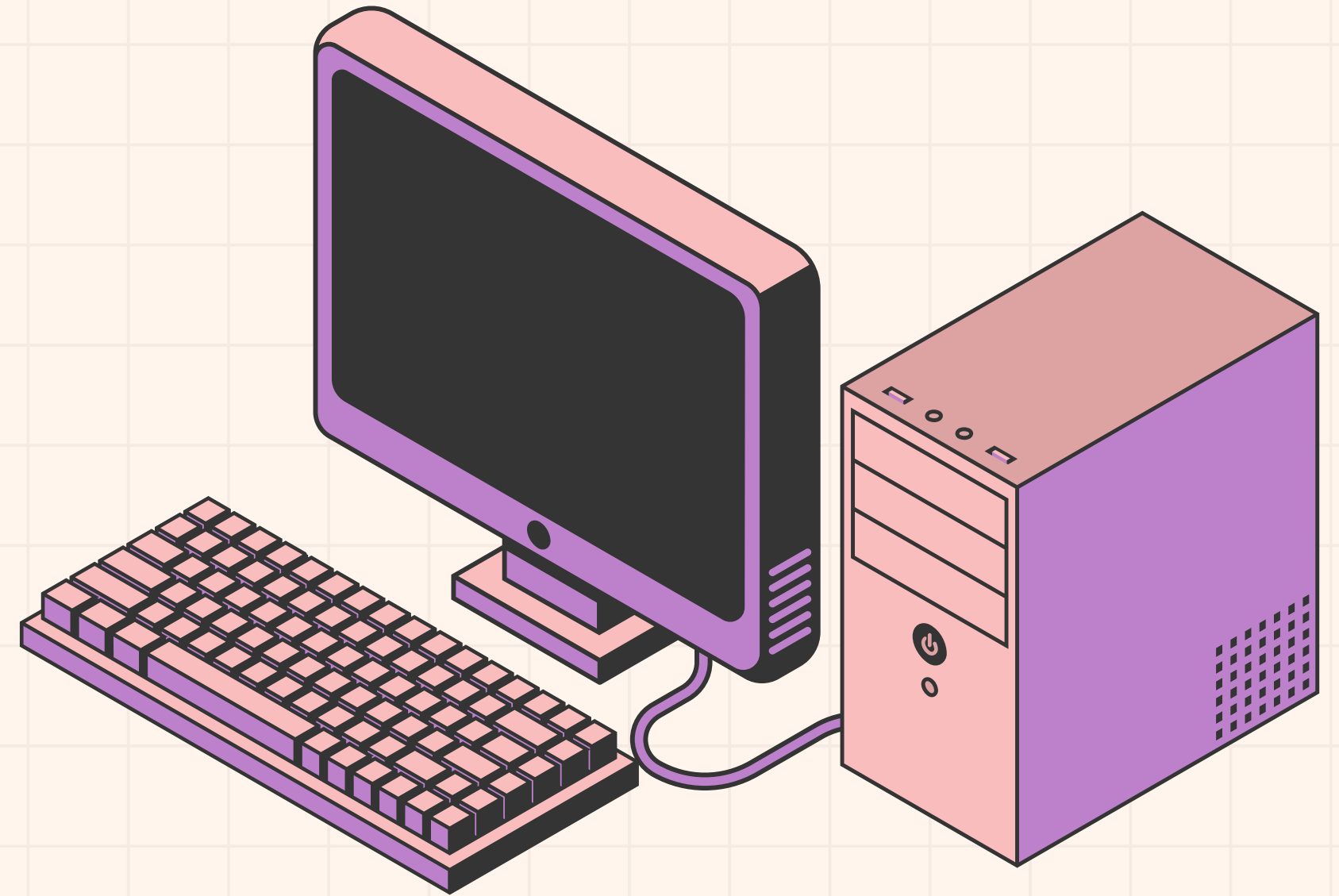
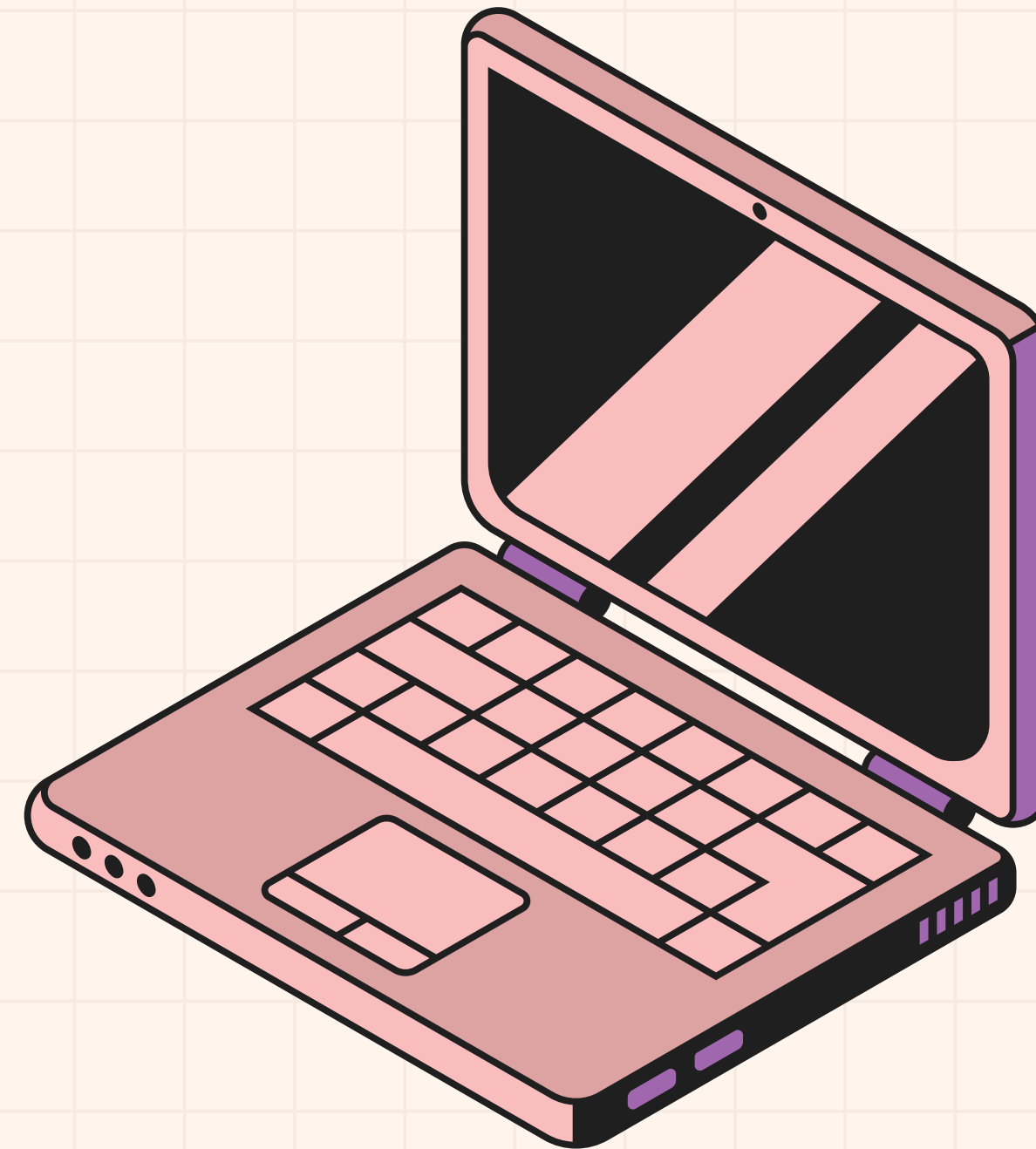


SERVER MESHING



SECTIONS

- Introduction
- Need for Innovation
- Current Distributed Game Architecture
- What is Server Meshing
- Use Cases in games
- Conclusion and Future Work
- Q&A



THE NEED FOR INNOVATION

- THERE ARE 3.26 BILLION PEOPLE WORLDWIDE THAT PLAY GAMES [1]
- FROM THESE, THERE ARE 1.1 BILLION ONLINE GAMERS WORLD WIDE [1]
- MMOS MARKET SIZE IS 48.97 BILLION IN 2023 [2]



THE NEED FOR INNOVATION

- GROWING COMPLEXITY
- TECHNICAL CHALLENGES

SOLUTION

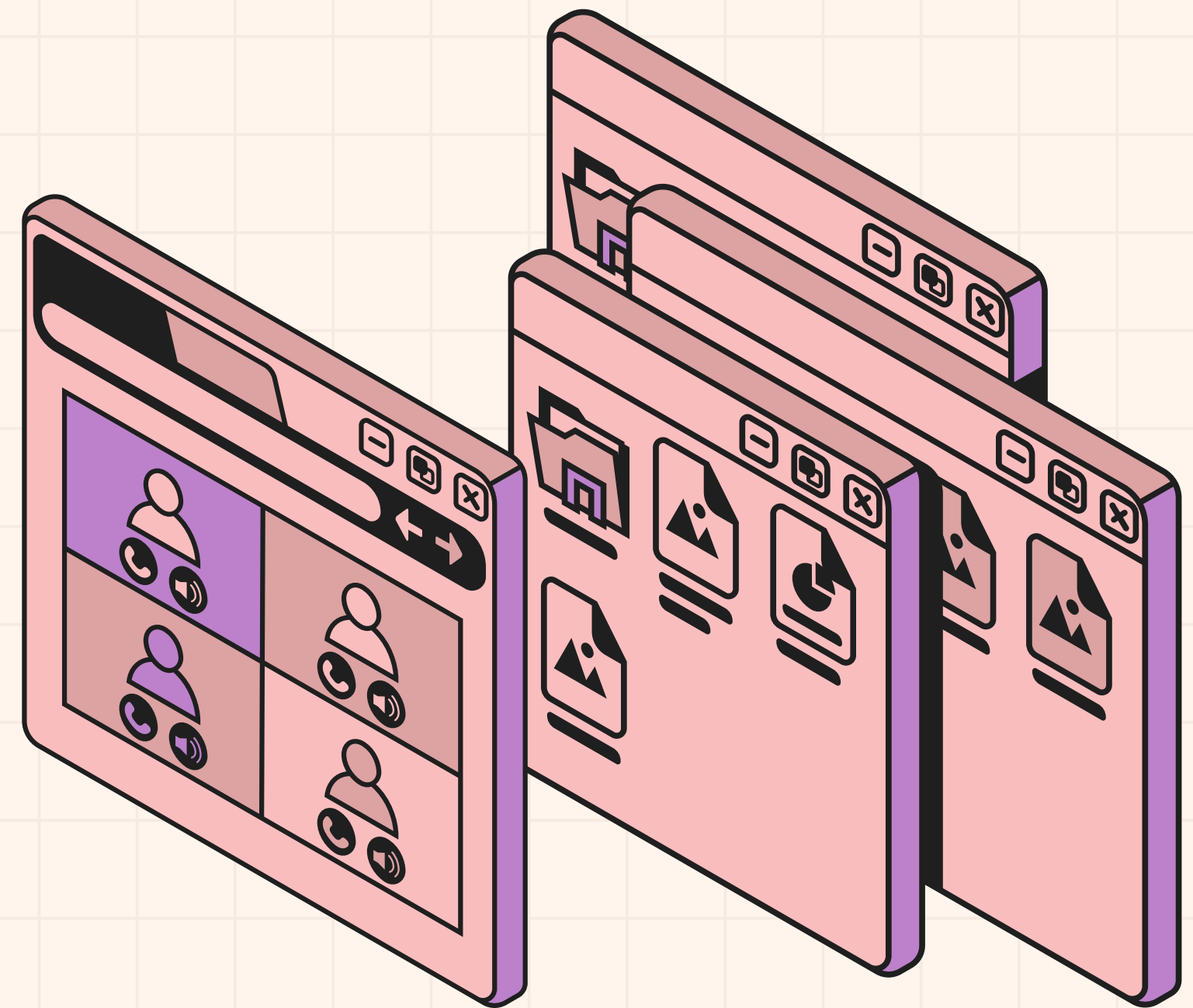
SERVER MESHING

Example

Example2

CURRENT DISTRIBUTED GAME ARCHITECTURE

- Limited
- Costly
- Game less immersive



WHAT IS SERVER MESHING

- STATIC SERVER MESH
 - PREDEFINED AREAS
 - DOES NOT ALLOW FOR DYNAMIC REALLOCATION
- DYNAMIC SERVER MESH
 - GAME WORLD IS NOT DIVIDED INTO STATIC ZONES
 - SERVERS DYNAMICALLY ADJUST TO HANDLE MORE PLAYERS

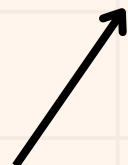
LOAD BALANCING

- STATIC LOAD BALANCERS
- DYNAMIC LOAD BALANCERS

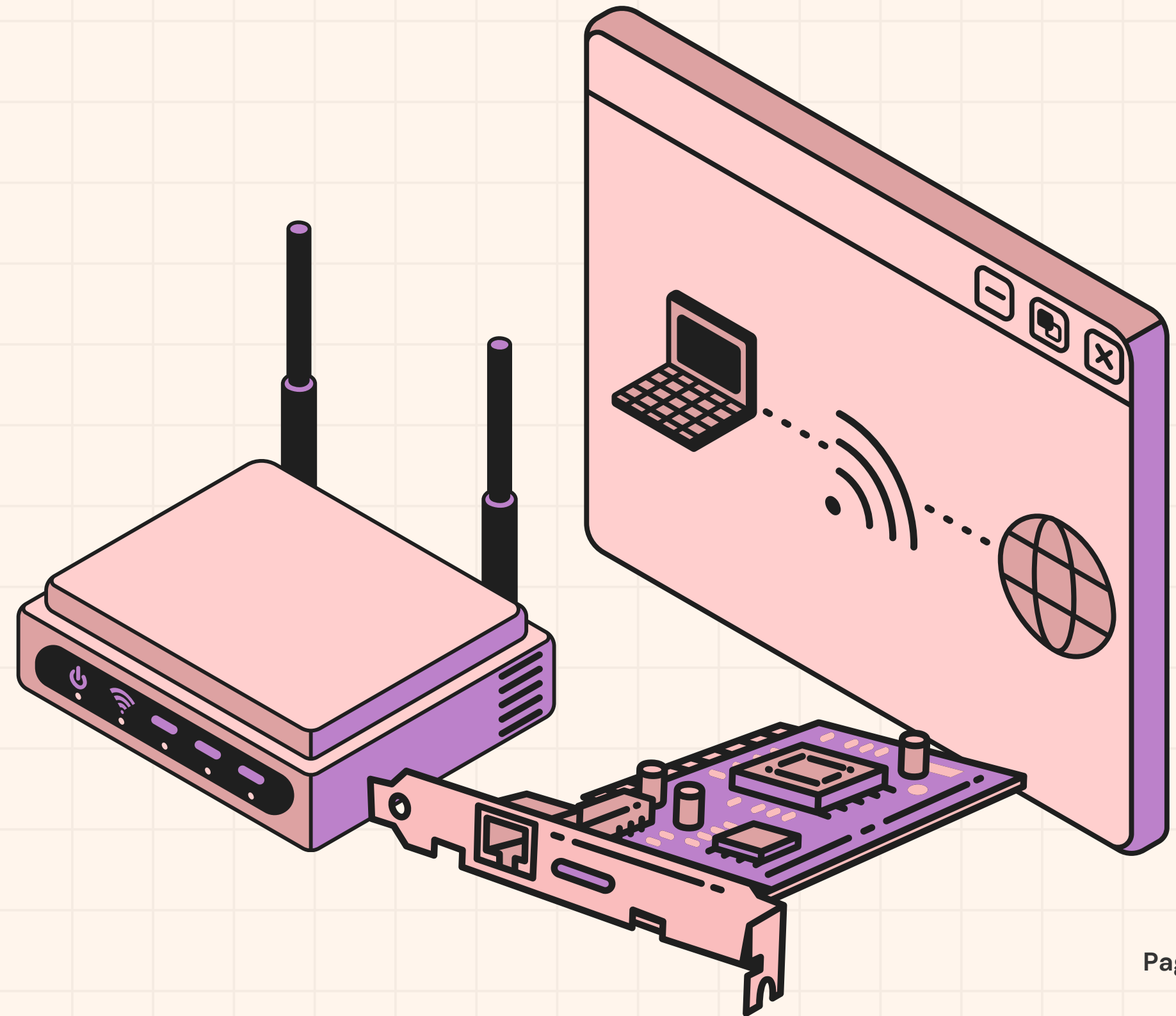
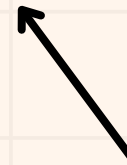


SERVER MESHING

SPECIALIZED MIDDLEWARE



MONITORING



USES CASES OF SERVER MESHING

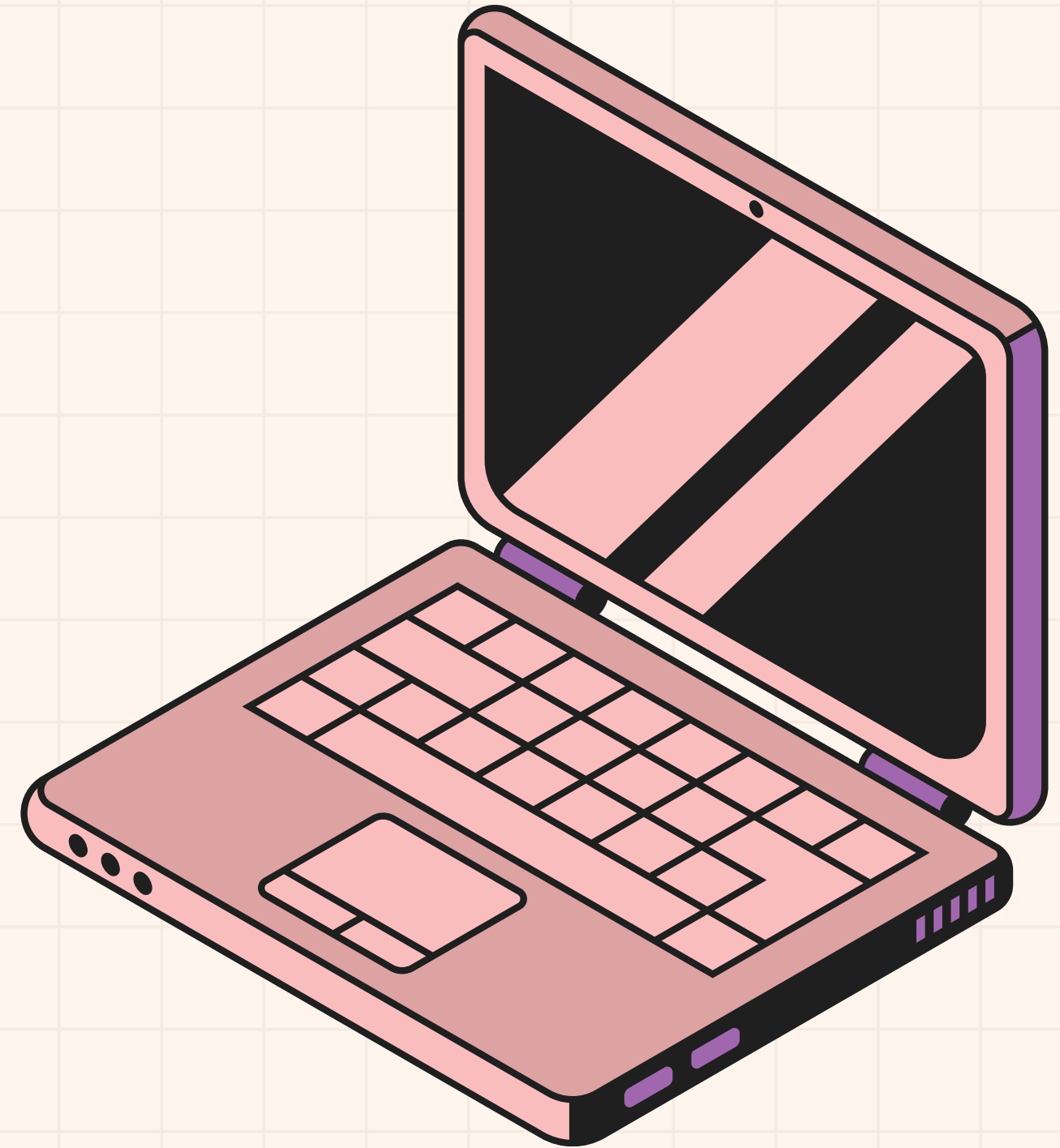
- Horizontal Scalability
- Seamless Player experience
- Reduced Bottlenecks
- Dynamic World Events
- Persistent Universe
- Large Connected Worlds



USES CASES OF SERVER MESHING

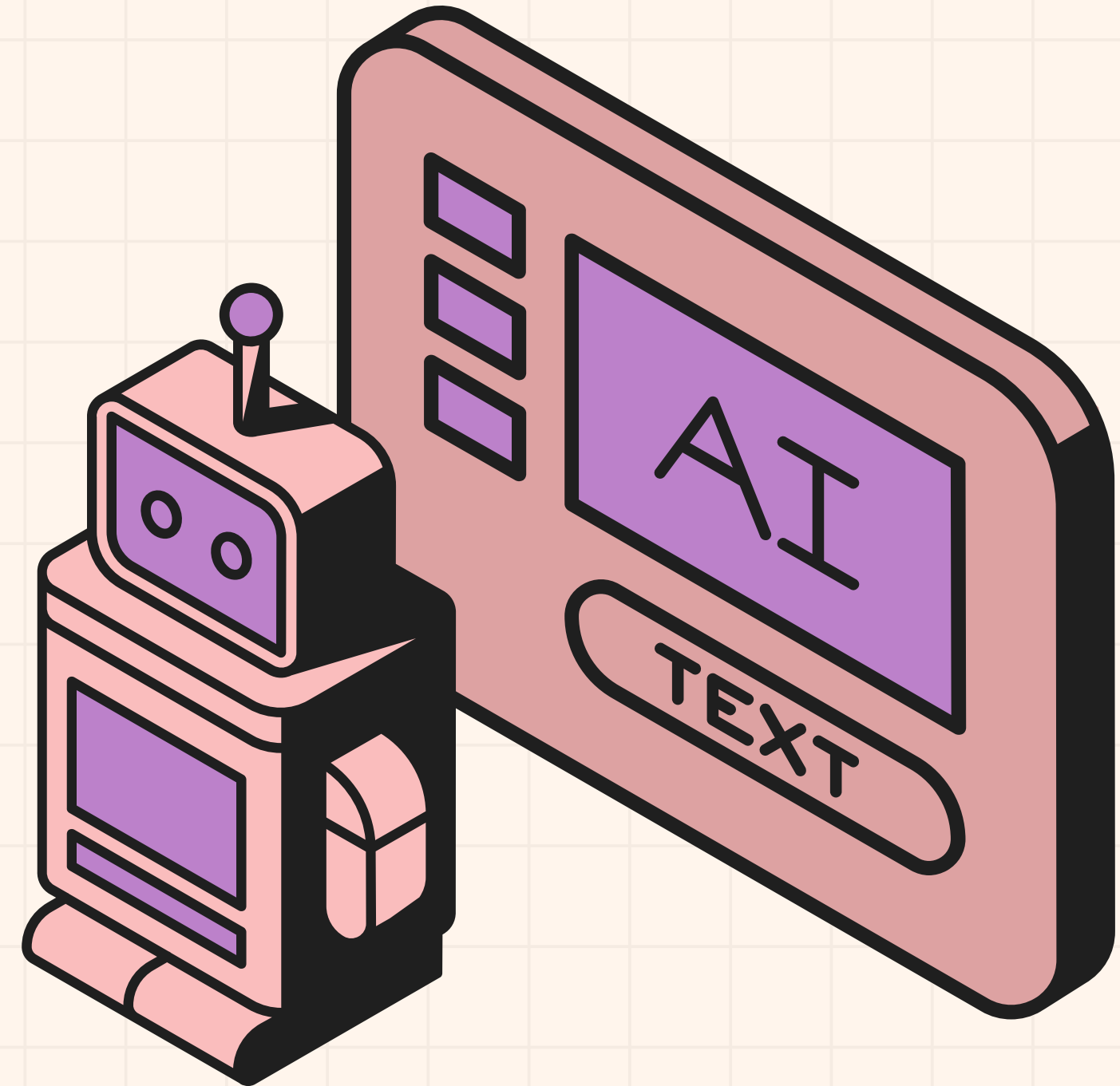
Example of ashes of creation
with combat

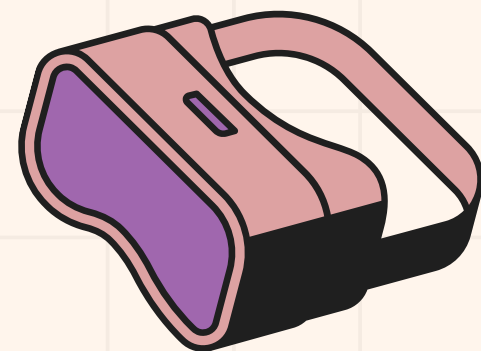
Example of ashes of creation
with combat



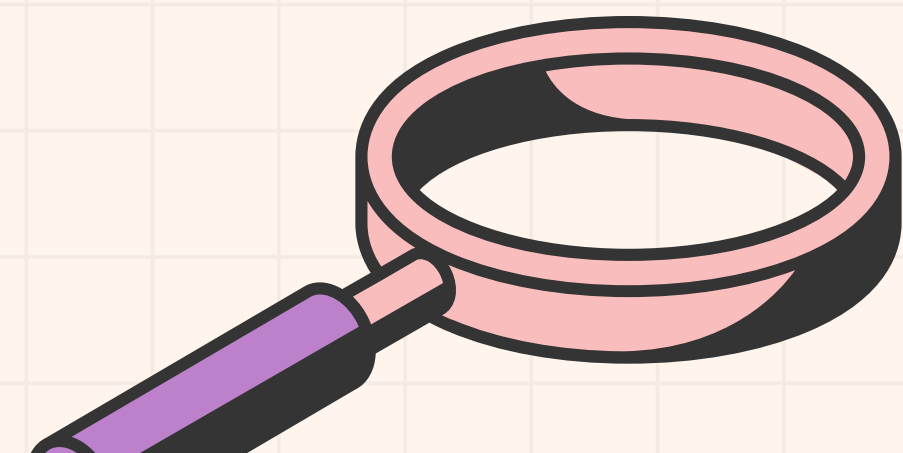
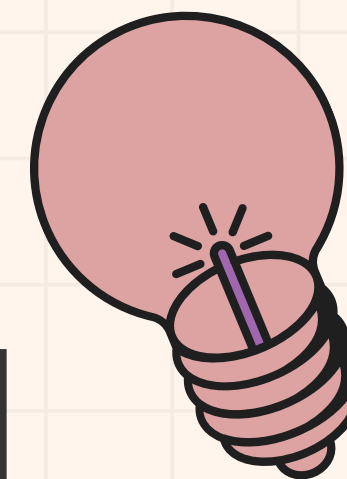
FUTURE DEVELOPMENTS

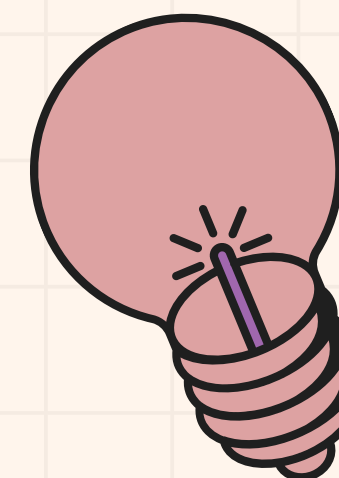
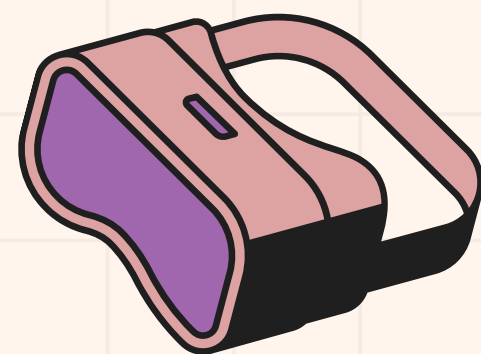
- Using AI to Predict and manage server load
- Dynamic Griding



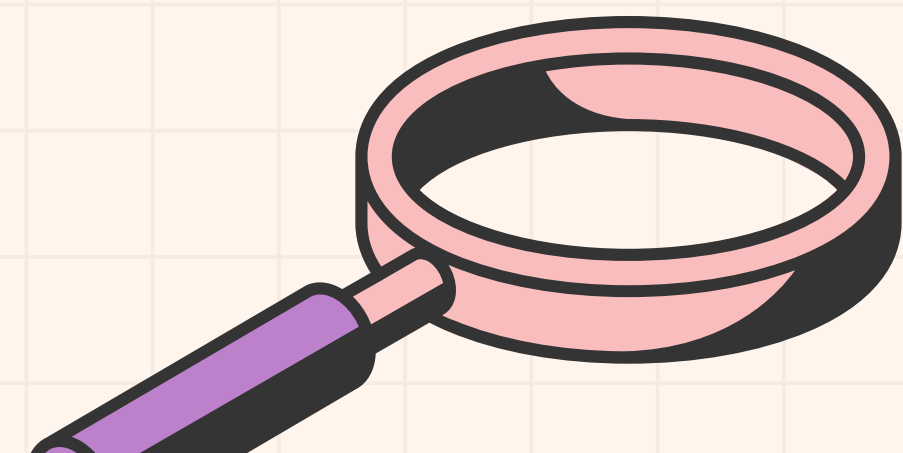


THANK YOU





Q&A



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- [2] Massive Multiplayer Online (MMO) Games Market [2032]. (n.d.). Retrieved October 24, 2024, from <https://www.businessresearchinsights.com/market-reports/massive-multiplayer-online-mmo-games-market-102538>
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