

CLOUDFLARE WORKERS FOR GAMING

by

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Video Gaming has grown exponentially over the years. By 2018, the United States video game industry had matched that of the United States film industry on basis of revenue, with both industries having made around US\$43 billion that year. The video games market is expected to be worth over 90 billion U.S. dollars by 2020. Hence it is important to adopt to the changes in the market of this industry and make most out of it.

PLANS:

Software development life cycle can't work all by itself during a process of developing a game, a Game development life cycle should be followed incorporating the details as per the game which is to be designed and to know what type of game is trending a thorough study of the market is necessary. Having a statistics would make more sense of the type of games which are attracting the generation, which age group plays what sort of game and what are the needs of the market in terms of developing a game on Cloudflare Workers. The statistics should also explain about the various products like the serverless products whether they are working such that they support video gaming.

PRODUCT CHANGES:

The problem with Cloudflare Workers is with the control of traffic which needs to be managed while writing the code for the game development. The current traffic is comparatively less but eventually as the number of users would increase the traffic might increase and hence servers should also be managed for better traffic handling. Also a more stable and secure environment is needed for the development. The service of Cloudflare is limited for offering security projects

and as a result a complete game cannot be developed considering this limitation Building a separate platform for Graphic designing would also help for game developers.

METHODS FOR IMPROVING THE QUALITY:

Firstly, the quality of a software is known by its ease to use and whether it is understandable and readable. Providing more documentation with the way the platform is to be used would help in making it feasible. Also more servers and more machines can be added so that the traffic can be properly managed and handled. The computation power has to be increased which can be done by increasing the number of computing resources available for the user. An interface to connect the graphics and the code functionality needs to be created at the end.

GOALS TO MEASURE THE SUCCESS:

To measure the success another survey like we did for finding out the problems can be done. This time Cloudflare Workers advantages over leading workbench like Unity need to shown like we can code in basic C programming language. Also the count of the people who are currently using the Cloudflare Workers platform has to be kept an eye on and a comparison can be done on the number of users.

RISKS:

The major risk is that even if we increase the number of servers or machines to increase the computing power we cannot guarantee the number of users increasing as it will be dependent on the marketing strategies completely. So having so much investment done and if the users is not directly proportional can cause a problem. The product usage will be more dependent on convincing the customer to use it and its worth it.