Cloud Computing Fundamentals
Cloud Gaming Flowchart

Name: Aryan Saxena
SAP: 500082431
Roll No.: R214220274

As the concept of metaverse expands, need for high-fidelity web-based gaming applications keeps on increasing. On the down side, current generations on web-browsers is not capable for rendering high fidelity graphics in real-time.

This problem is solved by Azure Cloud Gaming, where Virtual Machines are used for Pixel Streaming. With Pixel Streaming, any computer with good internet connectivity can experience high-fidelity metaverse interactions through web.

Environment	Gameplay	Deployment	Mechanics
Collecting References	Collecting References	Setting up Azure Account	Camera Movement
Measurements/Scaling	Game Design Document	Make Required Installations	Character Movement
Block-out	Building Mechanics	Create Virtual Machine	UI Interactions
Modeling	Early Prototyping	Installing Required Drivers in VM	
UV Unwrapping	Setting up Environment	Add Inbound Security Rule	
Texturing	Alpha-Testing	Final Deployment	
Lighting	Bug-Fixing		
Detailing	Polishing		
	Deployment Phase		