

# New Fishing (Server-side Architecture)

SeungHo Back

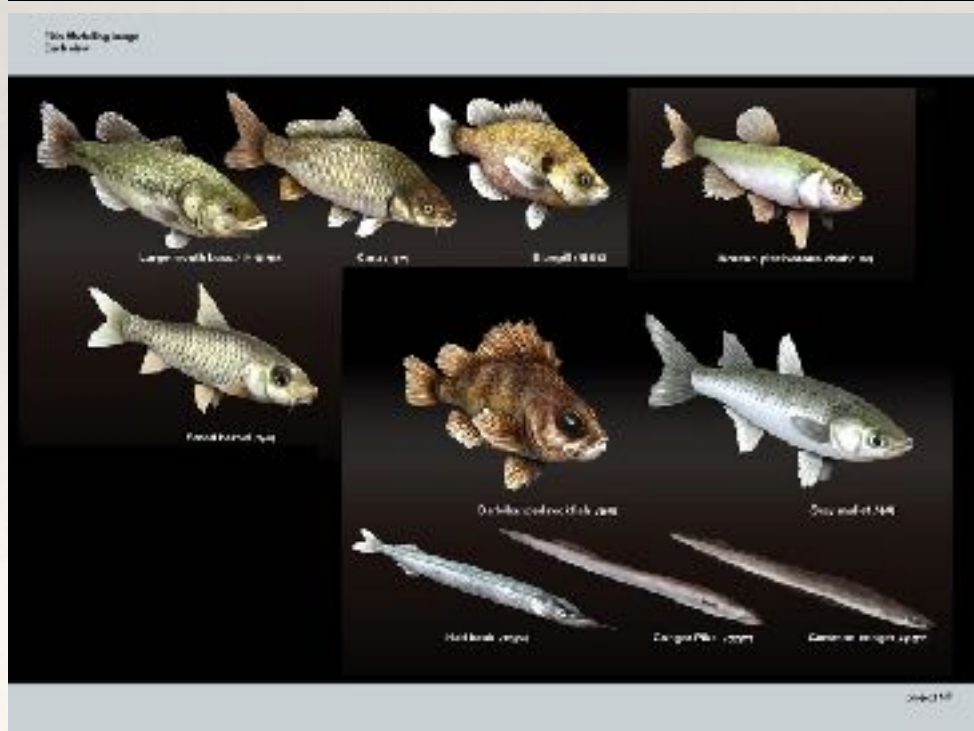
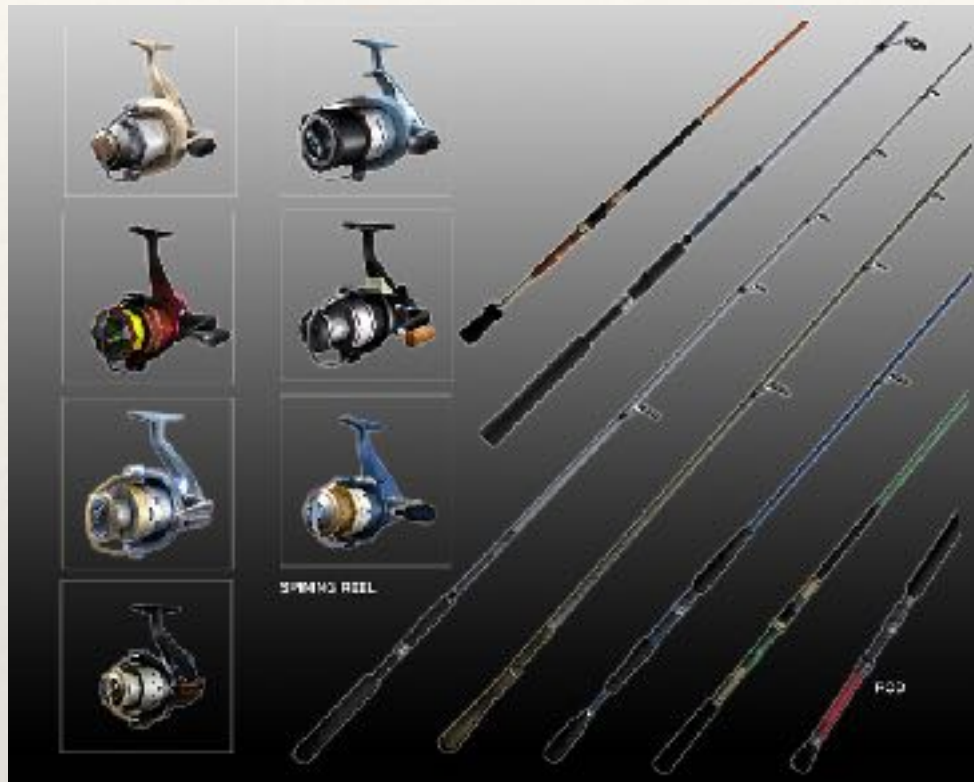
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# Summary of NF Game

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- ❖ 3D Online game using GameBrew Engine at client-side
- ❖ C++ at server-side with Oracle on Windows
- ❖ Distributed Server system
- ❖ Multi-Characters with avatar, equipments(Lure, Clothes, Rill, Road, etc), Lobby-Room, Achievement, Aquarium, Fishing Cards, etc

# Resources(Image in game)





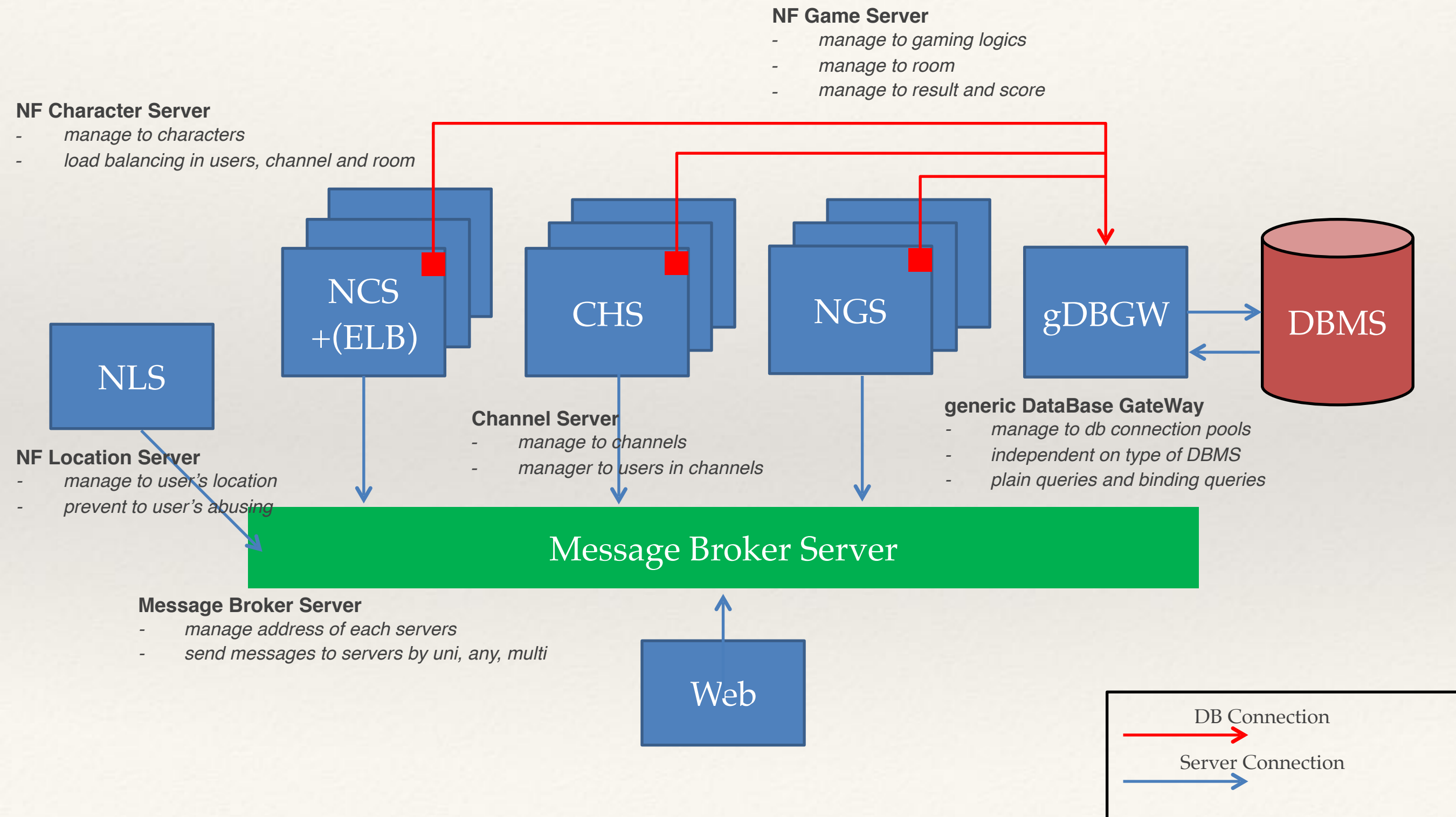
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# Role as a server-side

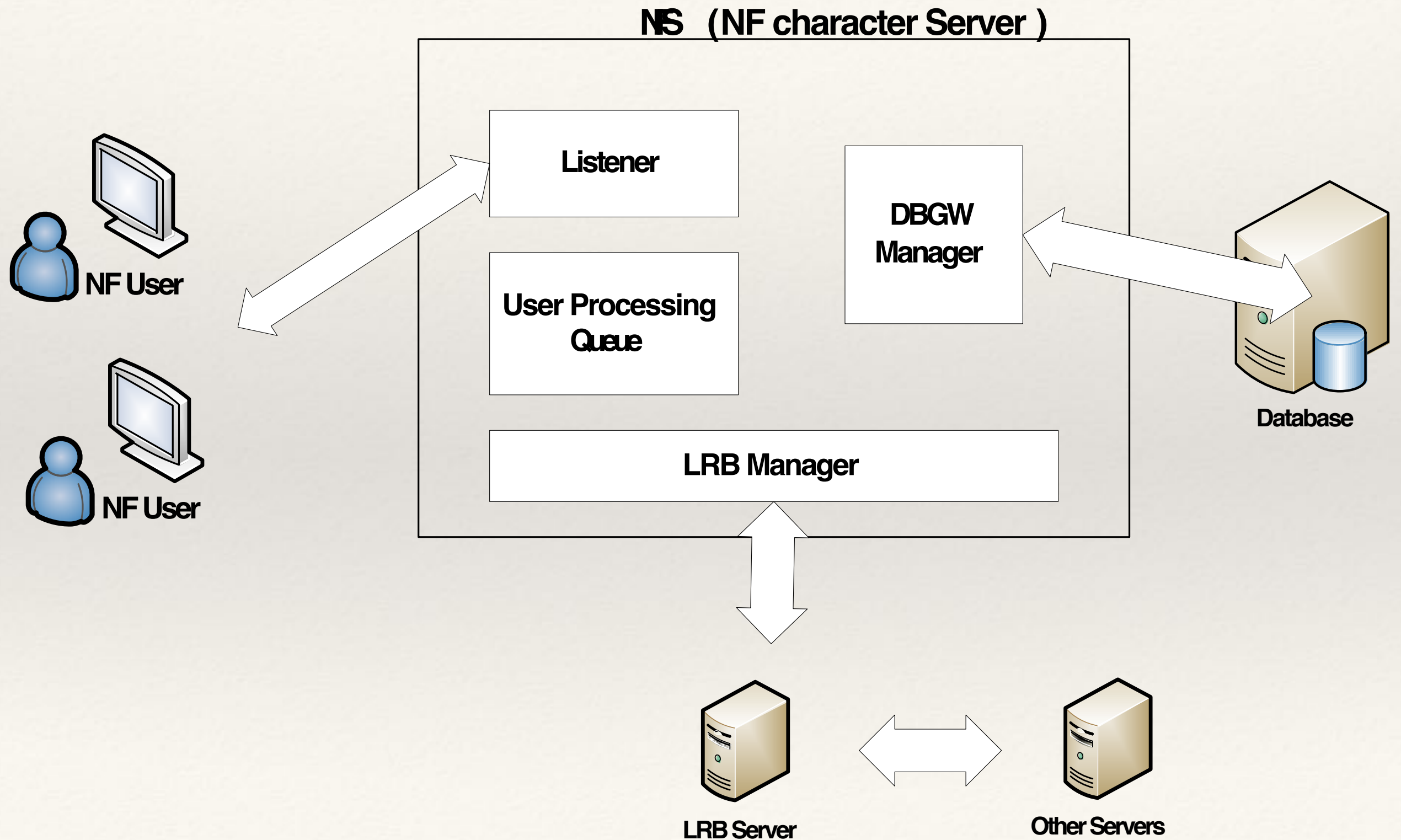
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- ❖ Responsibility in design of server-side architecture
- ❖ Programmed in server applications
- ❖ Leader of a server-side team
- ❖ Communicate with Client and Design teams

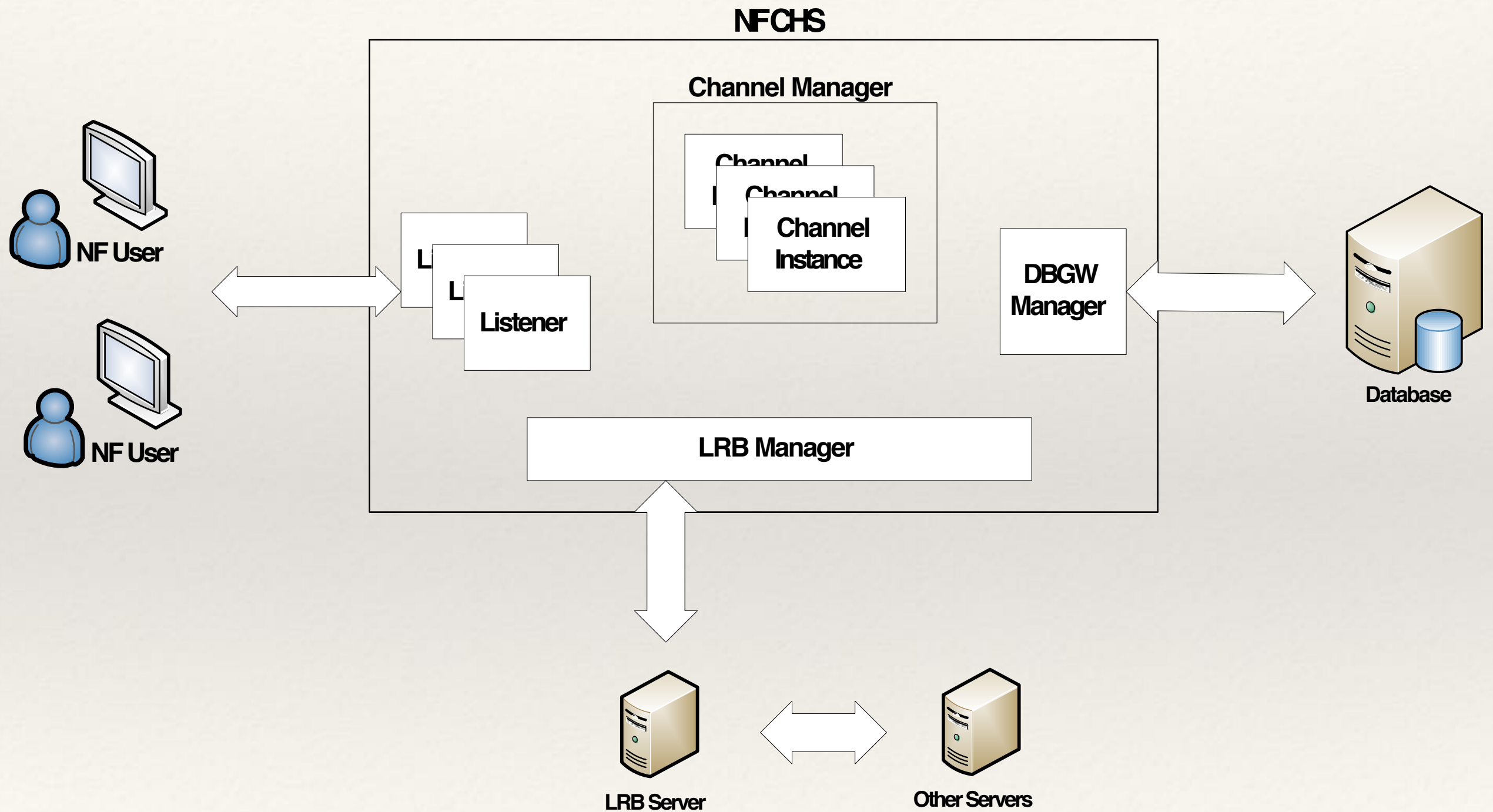
# Overall



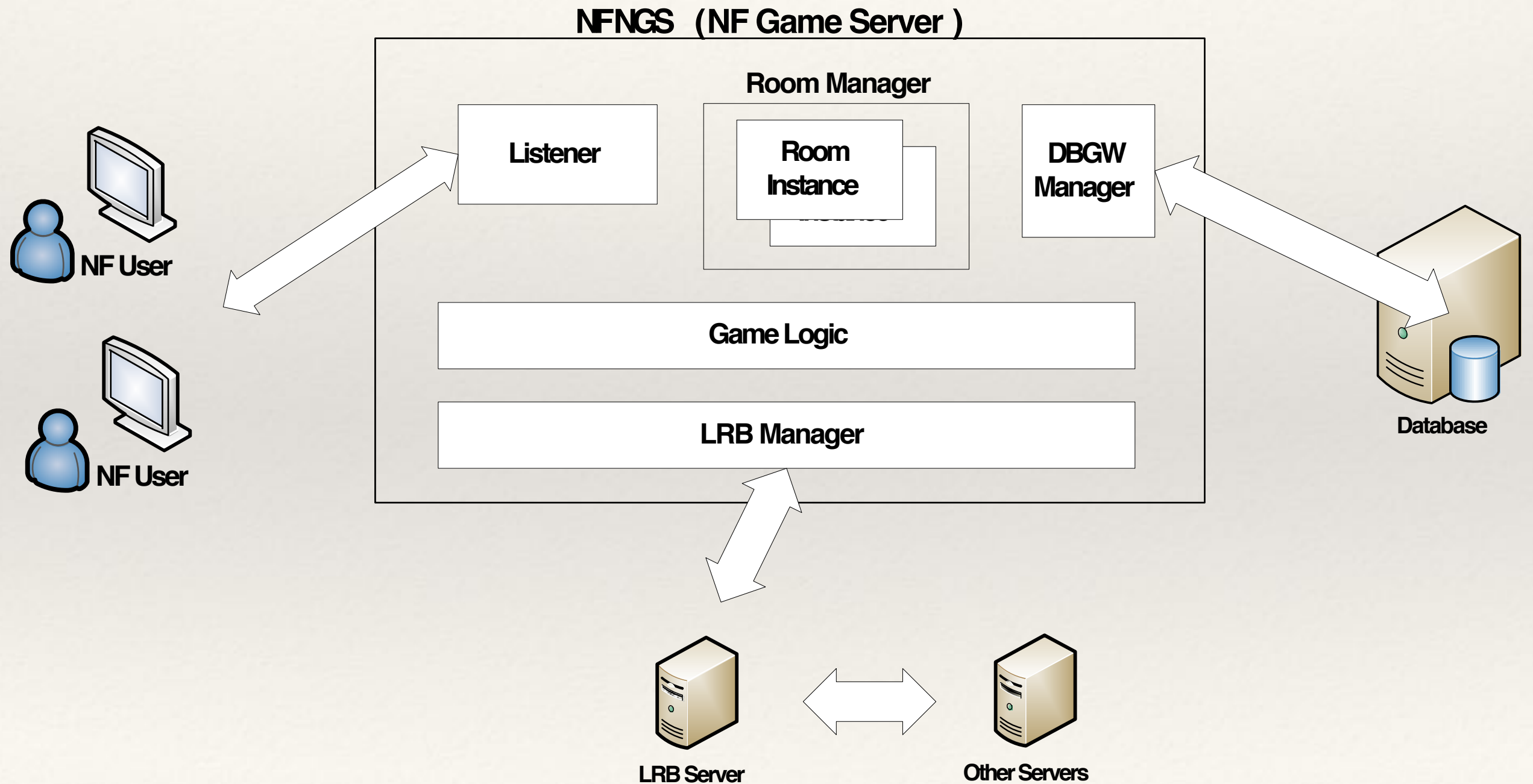
# NCS Architecture



# CHS Architecture



# NGS Architecture





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# Libraries(static, dynamic)

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Listener

BrokerConnector

Database Manager

ADL(Message Generator)

Utility

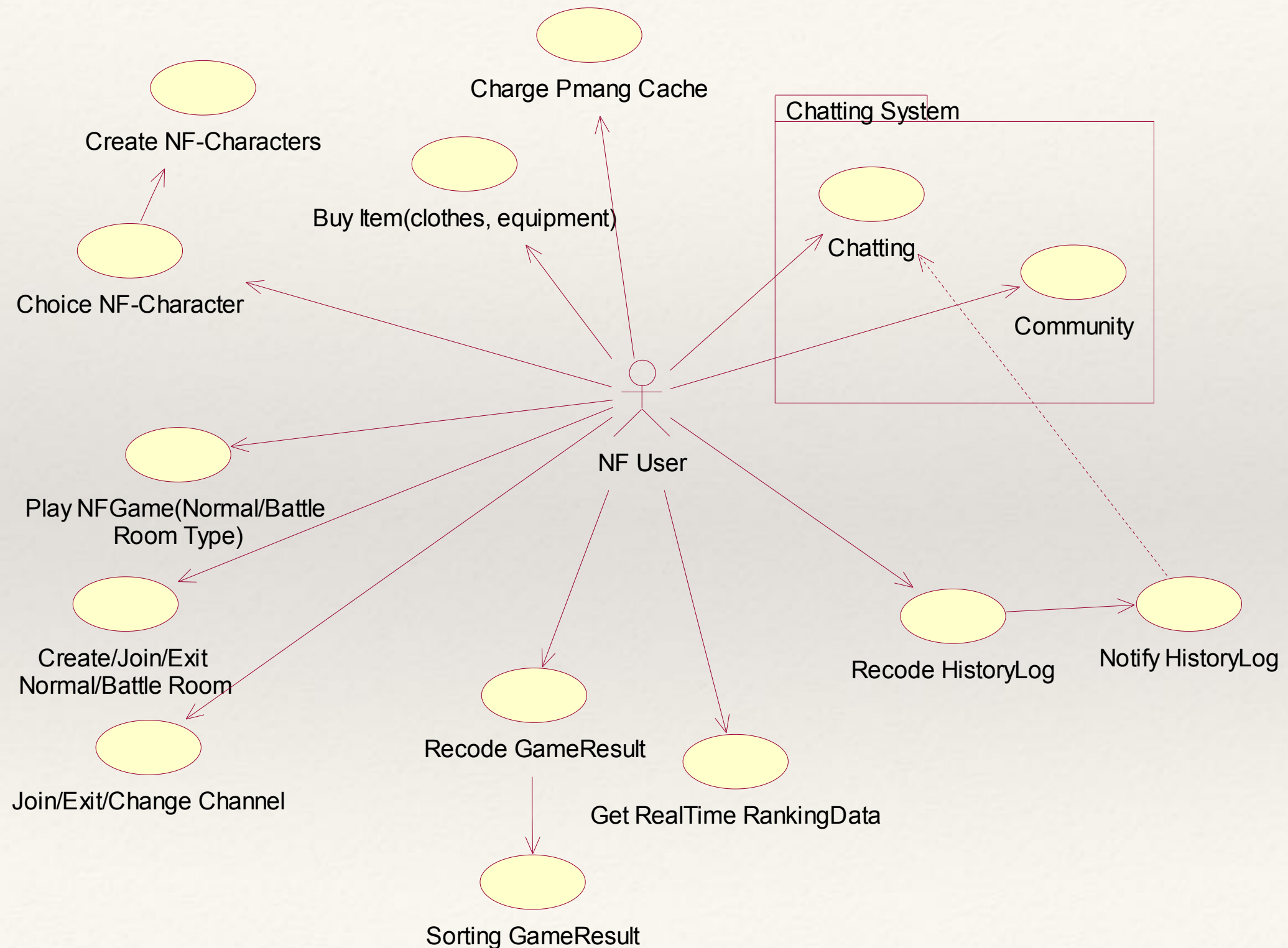
Achievement

Memory Manager

Network Manager(IOCP)

Thread Pool

# Design with UML(use case)



# Design with UML(sequence diagram)

