Social Gaming

[This problem may have been done in the class. Whatever the instructor taught you supersedes the following]

Design a social gaming site like Playfish or Farmville

* At its peak, Playfish had 10MM daily active users on its games. The games are primarily played on social platforms like Facebook. (EA bought Playfish for $300MM, but that's besides the point)

* Design the system with social gaming in mind. : ability to build multiple different types of social games, at scale low latency on client is important

* Reading Pointers:

http://highscalability.com/blog/2010/9/21/playfishs-social-gaming-architecture-50-million-monthly-user.html

http://highscalability.com/blog/2010/2/8/how-farmville-scales-to-harvest-75-million-players-a-month.html