



## ASSIGNMENT OF BACHELOR'S THESIS

**Title:** RPG game with augmented reality features - server part  
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**Study Programme:** Informatics  
**Study Branch:** Software Engineering  
**Department:** Department of Software Engineering  
**Validity:** Until the end of winter semester 2018/19

### Instructions

The aim of the thesis is to specify, design, and implement a functional prototype of the server part of a RPG game with features of augmented reality (AR).

1. Create a story line and rules for the game. Consider intensive usage of geolocation and AR features.
2. Formalize the following requirements for the implementation of the server part:
  - the data layer consists of a database engine and a caching,
  - users can use their Google accounts to login and play,
  - the server part provides an API,
  - the communication between client and server parts of the application must be secure.
3. Design the server part of the game.
4. Design a suitable front-end part for server administration.
5. Discuss and choose a suitable implementation platform and related technologies (databases etc.).
6. Implement the functional prototype, document it, and perform suitable testing.
7. Tightly cooperate with Tomáš Zahálka who works on the client part.

### References

Will be provided by the supervisor.

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DEPARTMENT OF SOFTWARE ENGINEERING



Bachelor's thesis

## **Location-based Role Playing Game**

*Jakub Čech*

Supervisor: Ing. Miroslav Balík, Ph.D.

June 23, 2017



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## Acknowledgements

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## **Declaration**

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# Abstrakt

Má bakalářská práce se zabývá procesem vývoje funkčního prototypu hry na hrdiny pro mobilní zařízení. Hra je určena pro více hráčů a obsahuje prvky rozšířené reality. Celý projekt je rozdělen na dvě části. První částí je Klient, aplikace nacházející se přímo na zařízeních hráčů a umožňující jim ovládat hru. Druhou částí je Server, který vykoná herní logiku a zajišťuje uchovávání dat. Tato práce se zabývá vývojem pouze serverové časti. Práce zahrnuje návrh a vytvoření rozhraní umožňující klientům pracovat s funkcemi serveru, dále návrh struktury databázových dat a také testování. Mezi funkce Serveru patří podpora akcí spojených s herními objekty, jako například zabíjení monster či používání objektů, ověřování mikrotransakcí provedených v systému Android a vyhledávání herních lokací v blízkosti hráče. Vzniklý prototyp odpovídá stavu Alfa verze aplikace a je připraven plně podporovat klientskou část.

**Klíčová slova** herní server, Java, rozšířená realita, vyhledávání míst, funkční prototyp, mikrotransakce

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# Abstract

The thesis goes through the entire process of developing a functional prototype of a mobile role-playing game with augmented reality features. The project is divided into two parts. First one is the Client which is installed at players' devices and allows them to interact with the game. The second one is the Server which provides a support for the Client, carries the game logic, and manages data persistence. This thesis deals only with development of the Server in Java language and involves challenges like designing and implementing an interface for clients to access the server features, creating a database structure capable of supporting a multiplayer game, and testing. The server features include support for interactions with game objects, such as fighting monsters and using items, verification of in-app purchases made on Android system, and also geo-spatial search of game locations near a player. The prototype can be considered an Alpha version of the application and is ready to fully support the Client part.

**Keywords** game server, Java, augmented reality, geo-spatial search, functional prototype, in-app purchases

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# Introduction

The world of mobile devices is quickly evolving. Smartphones and tablets are becoming more powerful and not only in terms of computational power and available memory. Nowadays, mobile devices are packed with various sensors. It is possible to acquire data from GPS (Global Positioning System) to quickly determine device's position. This opens us door to augmented reality (AR) applications.

Surprisingly, there are not many existing augmented reality games on the market. Thanks to couple successful AR games in recent years, which I will explore later, public awareness of this genre rapidly rose.

In my bachelor thesis, I will create the server part of a role-playing augmented reality game. I will work in cooperation with Tomáš Zahálka, who works on the client part. I will design and implement a prototype, test it and deploy it on a virtual private server.



# CHAPTER 1

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## Project Overview

### 1.1 Goals of the Thesis

The thesis is mainly focused on the practical game server development. In the research part, I will analyze existing augmented reality games, research available database management systems and explore frameworks commonly used for server development.

In the practical part, I will specify features and requirements for the server. The goal is to support actions the mobile client might need to perform for seamless gaming experience. These operations include for example finding game objects near a player, or getting user's profile information. The main goal is to implement server's functionality to communicate with clients, parse their requests and respond in valid format. The underlying goals include the need to use a database, caching, and to manage communication with external services. Lastly, the game server prototype should be tested and deployed.

### 1.2 Game Description

This is a role-playing mobile game with augmented reality features. Player becomes a character in an invisible alternative reality. He can explore the new, magical world using his phone which displays a map with objects around him. Player can discover monsters, like goblins or skeletons, and fight them to death for a reward. As he gains more experience and gold, he can buy himself more powerful weapons and armor in a shop. Tired of running in the outside world? Player can exchange his real money for in-game gold.

For prototyping purposes, some described features are limited. All available actions are specified in *Features* section of Requirements 2.3.1.

### 1.3 Game Story

It was an ordinary Monday morning. Citizens of Flek, a small city in the heart of the civilization, just woke up and poured to the streets. Abruptly, a loud cry pierced the morning noise.

“Make way! Make way!” yelled a little boy while quickly elbowing his way through the crowd, carefully holding a piece of bread. People muttered silent curses, nevertheless they were moving out of his way to avoid his sharp elbows.

“Thief! Stop him! Stop the boy!” suddenly echoed from the other side of the market square. City guards noticed the boy had stolen the bread from a well-known baker. A hunt began, everyone was trying to take down the boy. It didn’t take long and he was surrounded by the guards, pinned down by a local fat man who accidentally slipped and fell on the boy. Guards tied him down, “Fiddle, again. We gave you a warning the last time. You are going with us.” City of Flek takes stealing very seriously. Poor Fiddle was sentenced to 15 years in prison.

Eight years later, a boy became a man. “Open up the door,” someone said. The creaking door of the cell slowly opened. A king himself entered. “Down on your knees, Fiddle.” said king. “I heard stories about you. I need someone like you, someone who has nothing to lose. I want you to go on a quest. If you succeed, you’ll be free.”

“What quest, Your Highness?” asked Fiddle.

“An old wizard told me, there are dragon eggs somewhere, still alive and ready to be hatched. As you might know, young dragons are easily trained to serve its owner. We are on a verge of a war with our neighbors. And they are stronger.” the king sat down on Fiddle’s bed. “I want you to find those eggs and bring them to us. Dragons are extinct for over a century. With dragon warriors, we’ll be the most powerful nation in the world.”

“I do not want to go on the quest.” Fiddle looked up.

“Then you’ll be executed tomorrow.” the king responded

“Ummm, alright then. You leave me no choice. I’ll find those dragon eggs for you.” said defeated Fiddle.

“Good. Take this device. It contains a map of your surroundings. Now go!”

# CHAPTER 2

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## Analysis

### 2.1 Existing Games

#### 2.1.1 Parallel Kingdom

The game was developed by PerBlue and released in October 2008. Parallel Kingdom is the most similar game to ours.

*“Parallel Kingdom is a mobile, location based, massively multiplayer game that uses GPS location and Google Maps to place users in a virtual world. Parallel Kingdom is the first location based RPG for the iOS and Android platforms. The game is set in a virtual world or “Parallel Kingdom” where users claim their territories based on their GPS location or by making friends who invite them to travel to new places.” [1]*

The game gained on popularity and even reached 1 million player by the end of January 2012 [2]. The overall design of the game can be seen in Figure 2.1. Parallel Kingdom discontinued on November 1, 2016 for undisclosed reasons.

#### 2.1.2 Ingress

Developed by Niantic, which was then part of Google, the game was released in December 2013 for Android, followed by an iOS version in June 2014. It is a location based, massively multiplayer game. A player joins one of two factions, Enlightened or Resistance, and then as a part of his team capture regions of the game map. Fate of the factions relies on players’ cooperation. Thanks to that, players meet in real life and coordinate their actions.

*“Move through the real world using your Android device and the Ingress app to discover and tap sources of this mysterious energy. Acquire objects to aid in your quest, deploy tech to capture territory, and ally with other players to advance the cause of the Enlightened or the Resistance.” [4]*

## 2. ANALYSIS

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Figure 2.1: Screenshot of Parallel Kingdom [3]

Ingress is a very successful augmented reality game with tens of millions installs.

### 2.1.3 Pokémon GO

After its success with Ingress, Niantic started working on a new game Pokémon GO. Released in July 2016, the game instantly became an incredible hit. Even though the game faced many problems during its launch, mainly caused by the unexpected success and more active users than Pokémon GO servers were able to handle. Pokémon GO reached 550 million downloads and earned about \$470 million in the first 80 days [5].

*"Venusaur, Charizard, Blastoise, Pikachu, and many other Pokémons have been discovered! Now's your chance to discover and capture the Pokémons all around you—so get your shoes on, step outside, and explore the world. You'll join one of three teams and battle for the prestige and ownership of Gyms with your Pokémons at your side."* [6]

Pokémon GO is very similar to Ingress and uses the same crowd-sourced geographical data.

## 2.2 Use Cases

Following section describes server functionality as viewed by its clients.

### 2.2.1 Actors

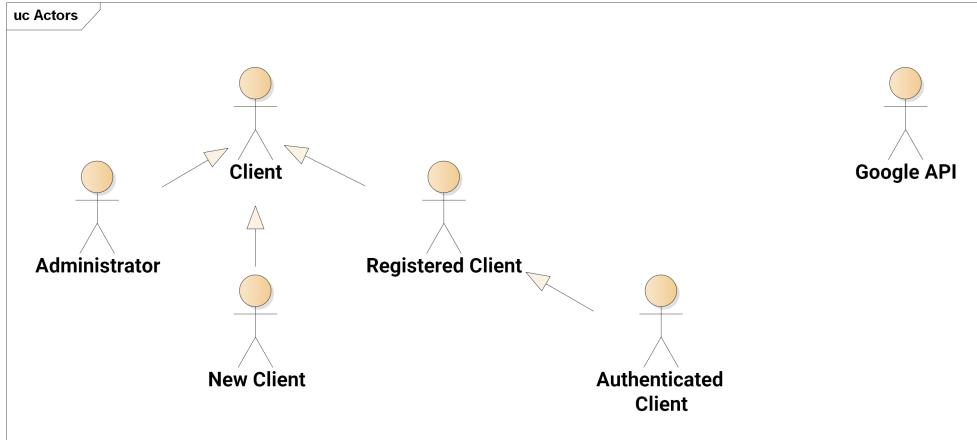


Figure 2.2: Use Case Diagram – Actors

Actor is a role played by a user or other system that interacts with the server. The most general role is *Client* and anyone who accesses the server through API is considered to play either this role or any of its children. From now on, the terms client and user will be used interchangeably. Refer to Figure 2.2 for the role hierarchy.

*Administrator* is a client who has privilege to create and maintain the functionality of the game. *New Client* is a user who is not yet registered and probably accesses the game for the first time. *Registered Client* is the default role for a user who already has a valid account but is not logged in. Lastly, *Authenticated Client* has all the required privileges to play the game. The last main actor is Google API which provides access to Google services.

### 2.2.2 Authentication

User performs use cases in the Authentication category to get promoted to more privileged roles. The basic transition flow is *New Client* → *Registered Client* → *Authenticated Client*. See Figure 2.3.

#### 1. Register

The only choice *New Client* has is to register a new account. He provides his Google identity and chooses an username. After his identity is verified, the server creates a new profile and logs the user in.

#### 2. Log in

The *Registered Client* must log in before he can access any of the game features. He provides his Google identity which is then verified and

## 2. ANALYSIS

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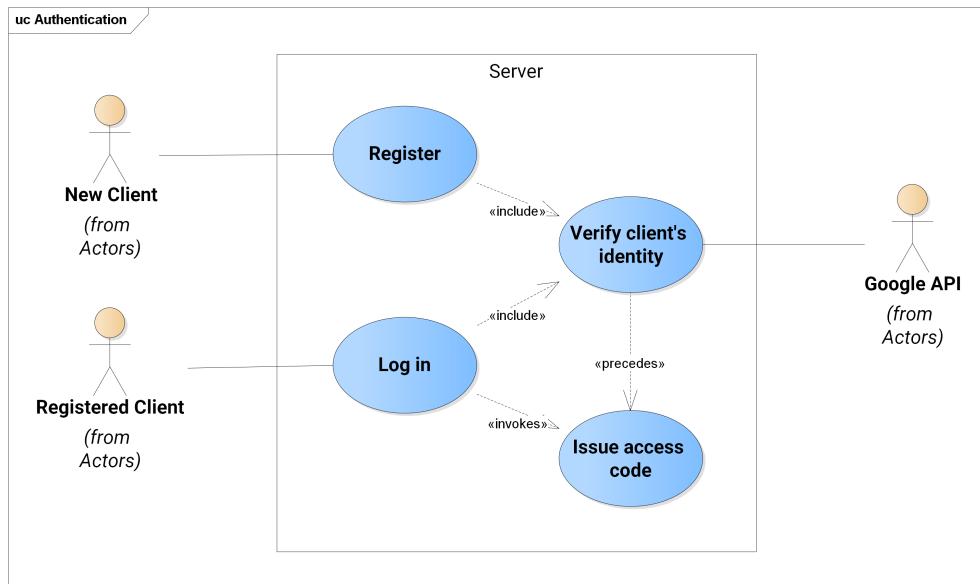


Figure 2.3: Use Case Diagram – Client authentication

matched to an existing account. An access code is issued for the future identification within the session.

### 3. Verify user's identity

Proper verification is needed when the game server receives a Google identity of a user. The server contacts the *Google API* which responds with user's personal information if the identity is valid.

### 4. Issue access code

This use case is invoked during login process. Server issues a unique access code to the user. Only *Authenticated Client* has such code.

#### 2.2.3 Actions

Action is an event triggered by player interacting with a game object. See the diagram in Figure 2.4.

##### 1. Equip item

A player wants to equip an item from his inventory. The item will be assigned to a specific slot. For example the player equips a sword to his right hand.

##### 2. Buy item

A player wants to exchange gold in a shop for an item he chooses. When the purchase is finished, the player receives the item to his inventory.

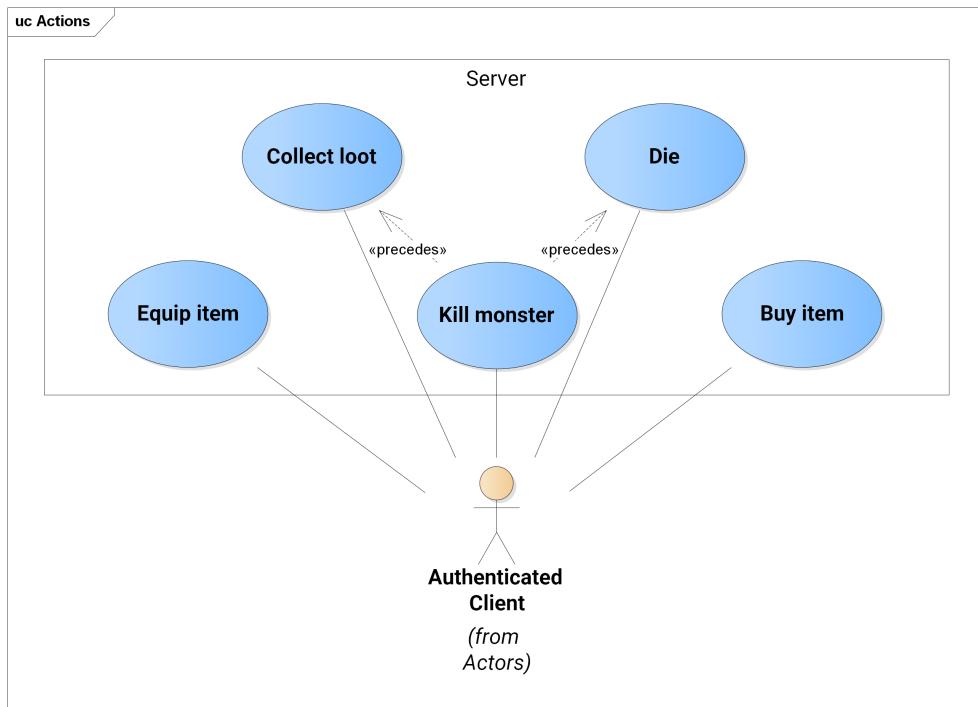


Figure 2.4: Use Case Diagram – Player's actions

### 3. Kill monster

A player wants to kill monsters to progress in the game. If he successfully kills a monster, he is rewarded with gold and experience.

### 4. Collect loot

This action must be preceded by the *Kill monster* use case. A player can choose to collect loot from the monster he killed. For example, if a player kills a goblin which has sword and health potion in its inventory, he can choose to pick a sword and put it in his inventory.

### 5. Die

This action must be preceded by the *Kill monster* use case. A player who lost his fight against a monster dies and is punished with some penalty.

#### 2.2.4 Miscellaneous

The following use cases mainly cover requests made by client application. See the diagram in Figure 2.5.

## 2. ANALYSIS

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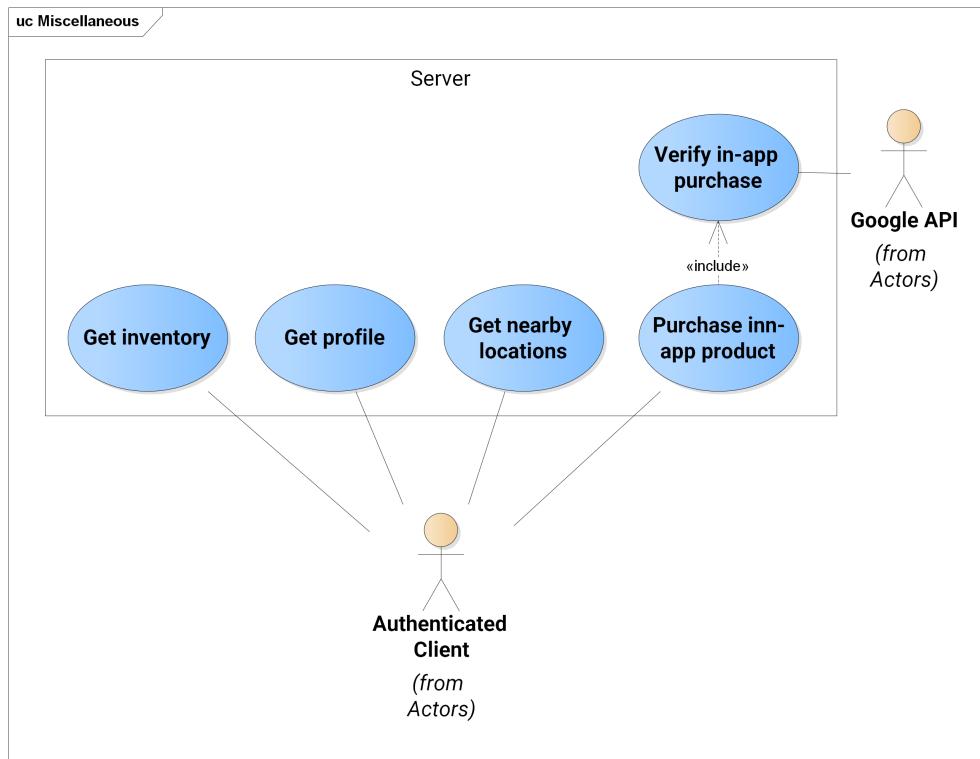


Figure 2.5: Use Case Diagram – Miscellaneous

### 1. Get inventory

The application requests all items the player owns. Along with those items, the application receives a description of what item is equipped to which equipment slot. For example, player owns a health potion and a sword, which is equipped in right hand.

### 2. Get profile

A client may need to synchronize its internal state of the player's profile with the server. The application is provided with the complete profile including its attributes like health, gold, and experience.

### 3. Get nearby locations

This is a critical functionality of the server. A client asks for game locations near his coordinates. The server provides such locations along with their associated game objects.

### 4. Purchase in-app product

The application supports micro-transactions. Since the purchase is made

## 2.3. Requirements

client-side, the application has to notify the server about the purchase and to give the bought product to the player.

### 5. Verify in-app purchase

During the previous use case (*Purchase in-app product*), the server verifies if the purchase is valid and not fake, canceled, or already consumed. The verification process is done through *Google API*.

#### 2.2.5 Administration

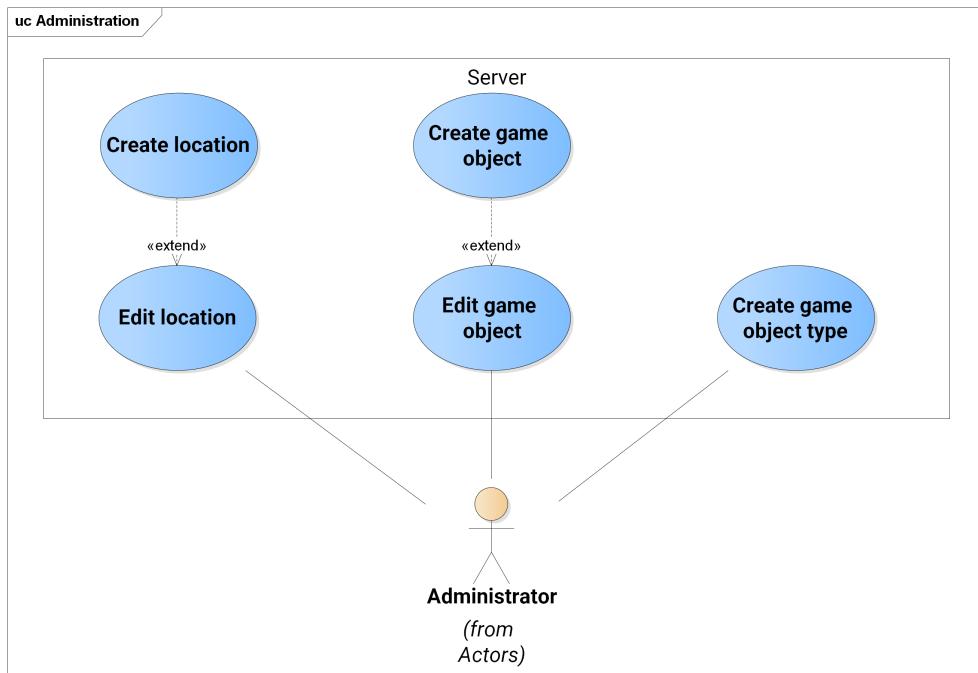


Figure 2.6: Use Case Diagram – Administration

Since the game is not static during its lifetime, people in charge of the changes needs an easy way to add new locations and maintain game objects. These use cases are described in Figure 2.6.

## 2.3 Requirements

After several discussions with my colleague, we agreed on the following requirements.

## 2. ANALYSIS

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### 2.3.1 Functional Requirements

Functional requirements define functions of the server components.

#### Rules

These requirements specify the functionality not directly accessible to clients.

##### 1. The player's character has attributes

The character has a set of attributes, including health, experience, level, and owned gold. Level increases when a player receives a set amount of experience. Maximum health increases with level. The experience is rewarded after certain actions, e.g. after killing a monster. The gold is primary in-game currency.

##### 2. A player can own items

A player has an inventory which can contain various types of items. The item can be for example sword, potion, armor etc.

##### 3. A game object has a type and inherits all its properties

The type of a game object specifies allowed actions, its attributes, default name and description. The type can be understood as an abstract game object whereas the game object itself is a concrete implementation.

##### 4. A game object can be a monster

The monster can be killed and inflict damage to the player during the fight. It has its own inventory and there's a reward for killing the monster in a form of gold and experience.

##### 5. A game object can be a shop

The shop can contain several items with specified price. These items can be bought by a player.

##### 6. A game object can be an item

The item is one of the many objects useful to a player. Examples of the items are health potion, sword, armor, necklace and similar.

##### 7. Each game object has its own inventory

The inventory contains other game objects. Example of this requirement is a monster with a potion and a sword in its inventory; both will be given to the player who kills the monster.

##### 8. The server stores a list of predefined locations

Real geographic locations for the game objects are stored on the server to ensure that every player has the same location-object pair.

**9. A game object can independently exist at many locations**

This requirement aims to help maintain the game objects efficiently by administrators. It allows creating a small set of game objects with pre-defined inventories and other attributes; those objects are then assigned to numerous locations throughout the game map.

**10. If a player kills a monster at a location, the monster will be hidden for a time period**

To prevent the player from killing the same monster continuously without a need of moving somewhere else, the location should be hidden for a certain time period after the kill.

**11. The server must persist player's profile between sessions**

All player's attributes, his inventory and equipment must be stored between sessions. Player will continue from the state in which he ended the last session.

## Features

These requirements contain the behavior directly visible to clients.

**1. The server must provide REST-like API to clients**

The key requirement for the server is to allow receiving HTTP(S) requests. When processed, the server responds in JSON format.

**2. A player registers and logs in the game using Google account**

For the player's convenience, a Google account is required to play. The server does not have to store or handle any password. Most of the authentication process is delegated to Google servers.

**3. A client can get nearby game objects based on his location**

The major feature of this application is being location-aware. Server must provide a method to retrieve game locations near the requested latitude and longitude. The “near area” should be circular, defined by its radius. The needed radius was calculated to be 200 m around the player's location to cover client's map screen and to limit the response size and the spatial search overhead.

**4. A player can kill a monster**

When the player wins the fight, he will be rewarded with experience and gold.

**5. A player can be killed by a monster**

The player can lose health during the fight with a monster. If the health reaches zero, the player dies and loses an amount of gold based on his level.

## 2. ANALYSIS

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### 6. A player can collect items from the monster he killed

When the player wins the fight with a monster, he's offered to collect items from the monster's inventory. He can chose any subset of these items.

### 7. A player can equip an item

Many items in the game can be equipped. These items have predefined equipment slot, for example a sword have to be held in hand, an armor worn on chest, shoes put on feet and so on.

### 8. A player can buy object from a shop

Gold can be exchanged for various items in shops.

### 9. A player can use an item from his inventory

Some items in the game are consumables. When used, server executes an action defined by the item and removes the item from player's inventory. For example a health potion heals the player when consumed.

### 10. A player can purchase in-app product

The application allows a user to exchange real-life currency for the in-game one. The server should verify such purchase and add the currency to his profile.

### 11. The server should provide REST-like API for administration

The API will be used to manage locations, create and edit game objects or to assign a game object to some locations. It is necessary to protect the administration endpoints from unauthorized access.

#### 2.3.2 Non-functional Requirements

These requirements specify the criteria the application must meet.

##### 1. Database implements caching

This application is heavy database reliant. Additional cache provides optimization for faster reads.

##### 2. The communication between client and server parts of the application must be secure

All data sent from and to a client has to be encrypted. This should be achieved by connecting to the server via HTTPS.

##### 3. The server responsibilities are delegated to its components

The whole server consists of three components:

- Connection server (*CS*)
- Login server (*LS*)
- Database server (*DS*)

Only the Connection server is accessible to clients.

**4. The server components are scalable**

Each component can run many instances of itself. These instances are mutually independent.

**5. The user is authenticated by Google**

A user is authenticated using *Google Play Games* [7] on the client. The authentication is finished by verifying his ID token using *Google API Client Library*.

**6. The execution environment is Java 8**

**7. The operating system is Debian 8**

Thanks to the portability of Java applications, other operating systems may be supported.

## 2.4 Technology

### 2.4.1 Database Management System

The database is a crucial part of the server. It handles most of the data persistence. Many commercial and open source solutions exist on the market nowadays. In the following text, I will analyze three popular relational database management systems (DBMS) – MySQL, PostgreSQL, and Oracle. I will skip analysis of Microsoft SQL Server [8] because it doesn't support Linux operating systems. For a quick comparison, see Table 2.1. The described advantages and disadvantages are based on [9].

#### MySQL

MySQL [11] is an open source relational database management system. It is written mostly in C++ and C [12]. Currently developed by Oracle, MySQL is available to consumers in several editions. Free Community Edition is released under GPLv2 license<sup>3</sup>. Oracle also offers commercial Standard and Enterprise editions which include additional technical support, and monitoring and management tools [13]. This DBMS is very widely used and has a strong community base. Documentation and support for MySQL are easily accessible on-line and in print [14].

Community Edition includes graphic interface for database management. It also contains a user-friendly modeling tool which allows fast development

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<sup>1</sup>The rank orders the DBMS by their overall popularity. Description of the ranking methodology is available at [https://db-engines.com/en/ranking\\_definition](https://db-engines.com/en/ranking_definition)

<sup>2</sup>Current stable version as of 2017/06/05

<sup>3</sup>GPLv2 license text is available at <https://www.gnu.org/licenses/gpl-2.0.html>

## 2. ANALYSIS

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	<b>MySQL</b>	<b>Oracle</b>	<b>PostgreSQL</b>
Rank <sup>1</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	4 <sup>th</sup>
Initial Release	1995	1980	1989
License	GPLv2 Commercial	Commercial	BSD-like
Version <sup>2</sup>	5.7	12c	9.6
Replication methods	Master-master Master-slave	Master-master Master-slave	Master-slave
SQL Support	yes	yes	yes
Foreign keys	yes	yes	yes
JDBC Support	yes	yes	yes
In-memory capabilities	yes	yes	no

Table 2.1: Comparison of popular relational DBMS [10]

of the database. The model of a database structure can be converted to an SQL script and easily deployed on a MySQL server.

The main advantages: open source, great community support, lightweight, good replication support, powerful management tools.

The main disadvantages: little performance optimization, limited security, issues with reliability.

### Oracle

Oracle Database [15] is an object-relational database management system. Developed by Oracle, it aims on enterprise-scale applications and is well suitable for large businesses. Offered editions include Standard Edition 2 and Enterprise Edition (EE) which can be further expanded by some additional services. This DBMS is very widely used in corporate environment.

The main advantages: suitable for large databases, well scalable, extensive backup mechanisms.

The main disadvantages: closed source, free version has very limited feature set, expensive.

### PostgreSQL

PostgreSQL [16], also known as Postgres, is an object-relational database management system. Developed by PostgreSQL Global Development Group,

a community of many companies and individuals, PostgreSQL is an open source project licensed under permissive PostgreSQL License.<sup>4</sup>

The main advantages: open source, advanced business/location analytics features, good reliability and data-integrity.

The main disadvantages: ill-suited for read-heavy application, poor replication.

### Chosen Solution

All the presented solutions are similar and are well-supported by Java frameworks. I chose MySQL 5.7 Community Edition to be the database system for this server. I have good experience with MySQL environment and the cost of game development can be lower thanks to the free Community Edition.

#### 2.4.2 Frameworks and Libraries

Frameworks provide developer with a powerful tool-box. The tools in this box help in many areas of application development. They provide essential design patterns and structure to the development project and also provide the backbone and container for the components to operate within [17].

I chose to use a Java framework which provides a support for Representational State Transfer (REST) API. Furthermore, I added an Object/Relational Mapping (ORM) library which helps me to interconnect Java application and MySQL server.

#### Dropwizard

Dropwizard [18] glues together many mature libraries and helps with developing a powerful web-application. The libraries most useful for this project include:

**Jetty** Powerful open source web server. Jetty is flexible and extensible. It is a lightweight server with small footprint [19].

**Jersey** An open source framework for developing RESTful Web Services in Java. It supports JAX-RS<sup>5</sup> APIs [20].

**Jackson** A JSON parser and generator. It supports a conversion from JSON to Plain Old Java Object (POJO) and vice versa [21].

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<sup>4</sup>PostgreSQL License text is available at <https://opensource.org/licenses/PostgreSQL>

<sup>5</sup>Specification of JAX-RS is available at <https://jcp.org/en/jsr/detail?id=311>

## 2. ANALYSIS

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### Hibernate ORM

Hibernate is a library which simplifies the use of a relational database. It provides an *Object/Relational Mapping* (ORM) which presents relational data as *plain old Java objects* (POJOs). Thanks to Hibernate, developer doesn't have to worry about managing database connections [22]. Hibernate documentation can be found at its homepage [23].

### Google API Client Libraries

A library developed by Google to help developers integrate Google API to their applications [24]. The library is included in this project to handle client authentication and to verify in-app purchases.

#### 2.4.3 Index and Cache

Redis is an open source in-memory data structure store [25] which I chose to use as a second level cache provider for Hibernate. The additional cache should result in more optimized database calls and thus performance boost.

Since the application heavily relies on working with geo-spatial data, I decided to implement an additional index. Redis provides a native support for indexing and searching points near the selected spatial location.

# CHAPTER 3

## Design

### 3.1 Components

The game server is divided into three separate components. Many instances of a component can run at the same time. Components, and even instances, can be distributed among many machines; this feature renders the whole server easily scalable. All components internally communicates via HTTP REST API. Refer to Figure 3.1 for a component diagram.

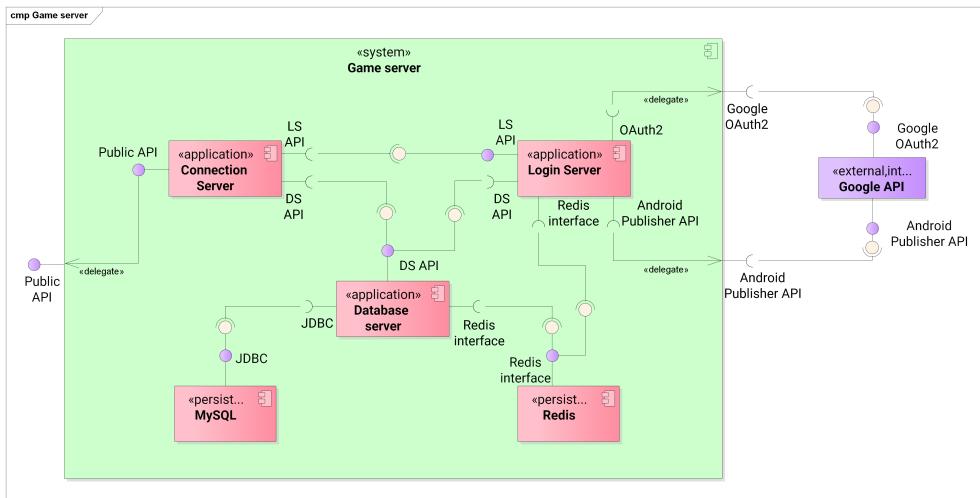


Figure 3.1: Component diagram of the game server

### 3. DESIGN

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#### 3.1.1 Connection Server

This is a public entry point and the only component exposed to clients. Reducing the number of publicly accessible components increases security of the server. CS handles all incoming traffic and delegates work to other components.

#### 3.1.2 Login Server

The main responsibility of the LS is to handle user authentication and authorization. It connects to a Redis server where users' access codes are stored. The LS is also used for in-app purchase verification. The component is connected to Google API.

#### 3.1.3 Database Server

Database server takes care of most of the game logic. Since the DS is responsible for data persistence, it is connected to MySQL and Redis.

### 3.2 Activities

The following sections describe workflows of actions and activities of clients.

#### 3.2.1 Authentication

Authentication process is visualized in Figure 3.2.

##### Access Code

A client is identified by his access code during a session. The code is random and unique. It is generated each time the client finishes login process; the old code, previously issued to the user, is invalidated.

##### Registration

Every user must register an account to gain access to the game. The user is asked to choose a unique username. If the username is already taken, the whole registration process has to be repeated. LS retrieves user's UID and his e-mail address and passes the information to the DS, which then creates and initializes a new user profile. Client is issued an access code and the authentication process is completed.

##### Login

A registered user can simply login using only his ID Token, which is provided to a client during login process by Google Play Games. LS exchanges the token

## 3.2. Activities

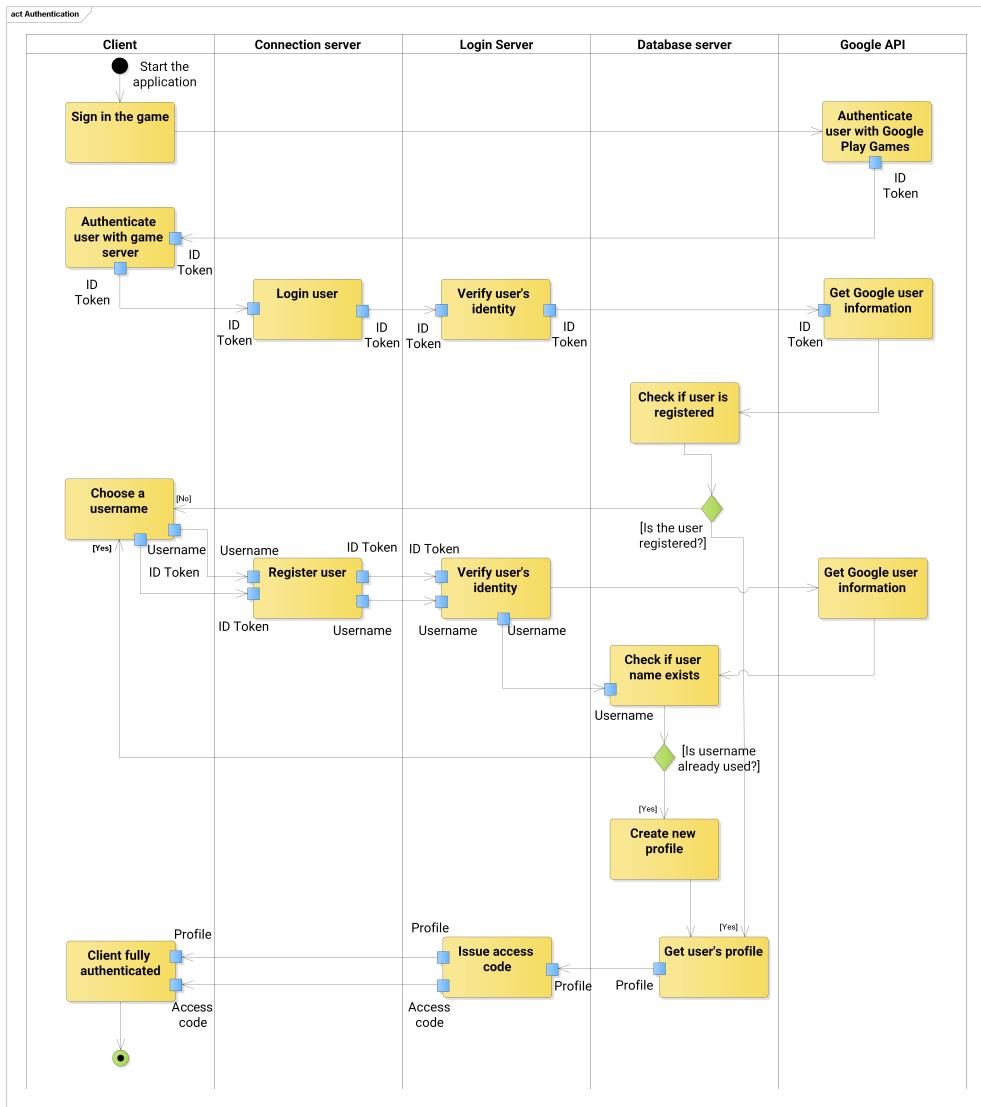


Figure 3.2: Activity diagram of the authentication process

for UID which is then used to retrieve user's profile. Client is issued an access code and the authentication process is completed.

### 3.2.2 Killing a Monster

A user decides to fight a monster. In this prototype, the client iteratively deals damage to the user and the monster. The damage is calculated as *attackDamage* attribute multiplied by a random value 0.5-1.5. If health of the monster drops below zero before the user's one does, the monster is killed.

### 3. DESIGN

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Server is notified of the result and rewards the user with gold and experience. The kill is logged, the monster is removed from the game map and the client is provided with a one-time *killConfirmationCode* which allows him to collect loot from the monster.

#### 3.2.3 Killing a User

If user's health drops to or below before the monster's one does, the user dies. Client notifies the server of user's death. His *health* is fully restored and he's punished with *deathPenalty* which is deducted from his gold and scales with his level. See section 3.5.1 for more details about the penalty.

#### 3.2.4 Collecting Loot after Kill

User is presented with an option to collect loot from a monster he killed. Clients sends a *killConfirmationCode* along with a list of items, he wants to collect, to the server. DS consumes the *killConfirmationCode* and adds the selected items to user's inventory. Client then receives the updated inventory.

#### 3.2.5 Buying an Item

Client shows its user a shop and lets him choose what item he wants to buy. The selected item is sent to the server. DS verifies the item is in the specified shop. Price of the item is then deducted from user's account and the item is added to his inventory. If the user does not have enough gold, the server rejects the purchase and returns an error message. Otherwise, client receives updated user's inventory.

#### 3.2.6 Equipping an Item

User selects a slot and an appropriate item from his inventory. The client sends the item along with the slot to the server. DS checks if the item-slot pair is correct and assigns the item to the slot. The successful result is then confirmed to the client.

#### 3.2.7 Using an Item

User selects a usable item from his inventory. Client sends the selected item to the server. DS decides what the item does by looking at attributes *addHealth*, *addExperience*, and *addGold*. Health, experience, and/or gold is added to user's account based on the values set for the item. The updated profile is then sent back to the client.

### 3.2.8 Purchasing In-app Product

In-app purchases are handled client-side which processes the transactions via a Google service. The prototype currently supports only buying gold. If the transaction is successful, client sends Google's *Purchase token* to the server. LS verifies the status of the purchase using **Android Publisher API** [26] and adds the gold to user's account. The purchase is then confirmed to the client.

### 3.2.9 Retrieving Nearby Game Objects

Client visualizes nearby game objects on the map. Since the user moves, the client frequently retrieves new game objects based on the actual location, making high demands on the speed of the lookup process.

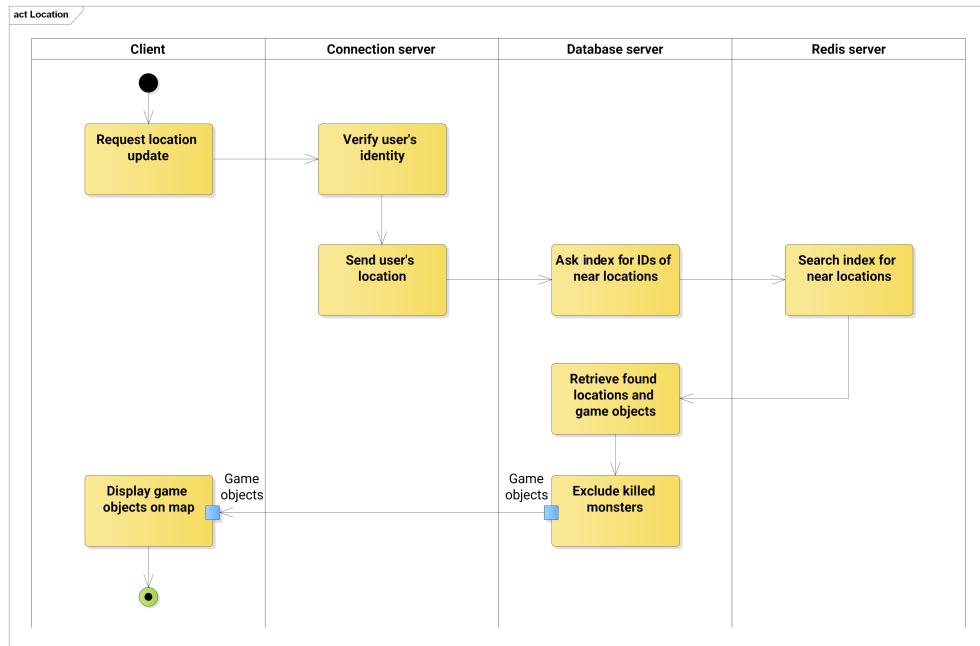


Figure 3.3: Activity diagram visualizing how the server provides nearby game objects

Client sends its coordinates to the server. DS queries Redis which contains an index of all available locations. The index responds with IDs of locations in 200 m radius from the provided coordinates. The locations and their assigned locations are then retrieved from the database. Server excludes already killed monsters. The list of locations and their locations is sent to the client which presents them on the map. See the activity diagram of the described process in Figure 3.3.

### 3.3 Database Model

The database was designed to comply with the requirements specified in section 2.3. The entire database model is shown in Figure 3.4. In the following text, I will describe important tables.

**user** User's profile. It contains e-mail, UID, and username. Quality attributes of the profile are also stored here – current health, experience, and gold.

**user\_inventory** Items a user own.

**user\_equipment** Information about what items a user has equipped. The table is in 1:1 relationship with *user*. Each column represents an equipment slot. Server links the entries in *user\_inventory* to slots in *user\_equipment* to remember equipped items.

**game\_object\_type** A “recipe” for every object in the game. Name and description of an object are stored here. The *game\_object\_type* owns attributes and actions.

**action** Defines all allowed actions. Each game object type links to a subset of the actions.

**game\_object\_type\_attribute** Defines all attributes of a game object. The attribute is identified by its name and can have a value.

**game\_object** An more concrete definition of a game object type which can be assigned to a location.

**game\_object\_content** Inventory of a game object.

**location** Predefined real-world locations. Each one must define valid latitude and longitude; location can have a game object assigned.

**action\_log** Log of user's actions. In prototype, it is used only for kills to allow collecting loot.

**user\_exclude\_location** Locations at which a user killed a monster. The table is periodically flushed.

### 3.3. Database Model

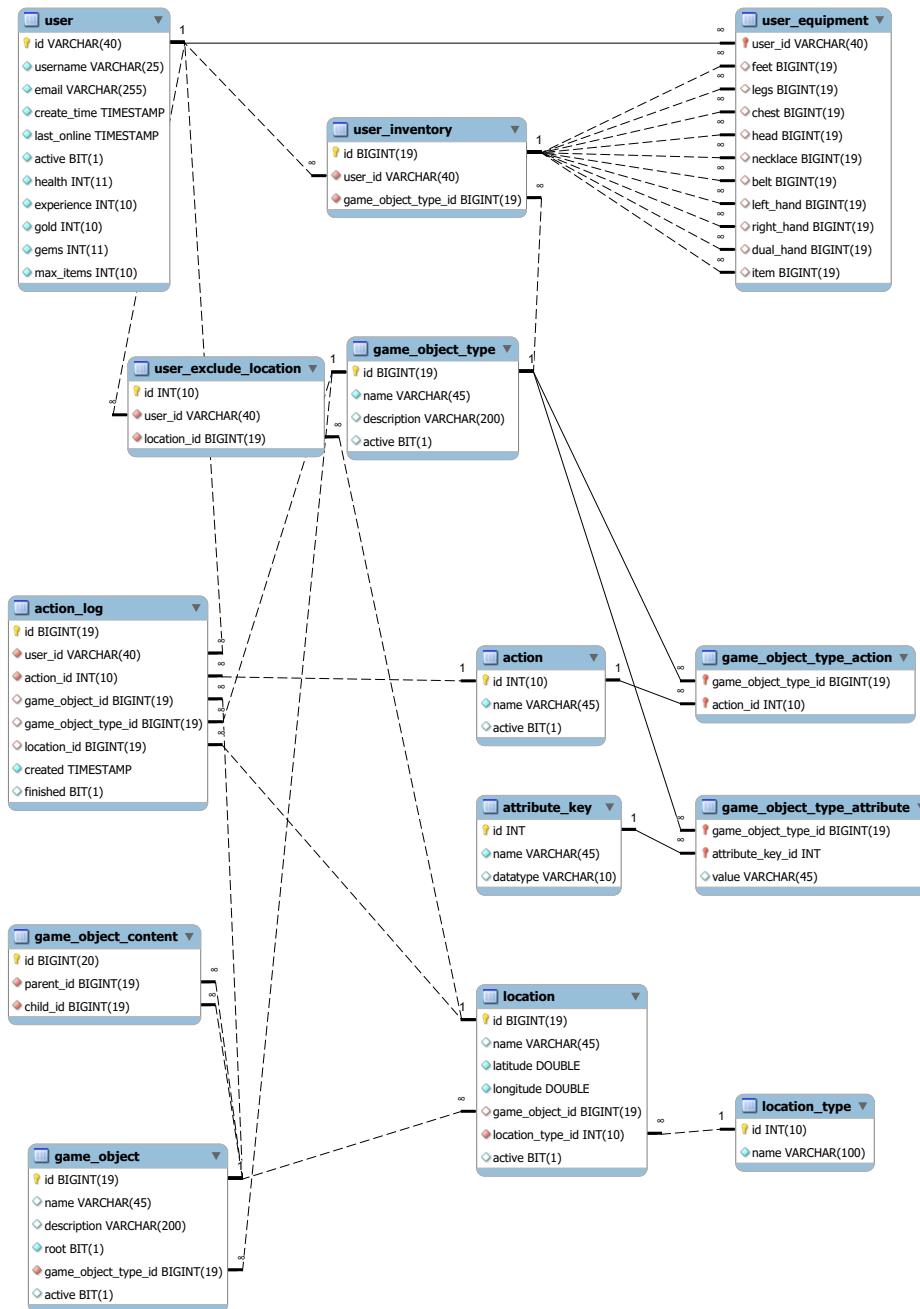


Figure 3.4: Database model

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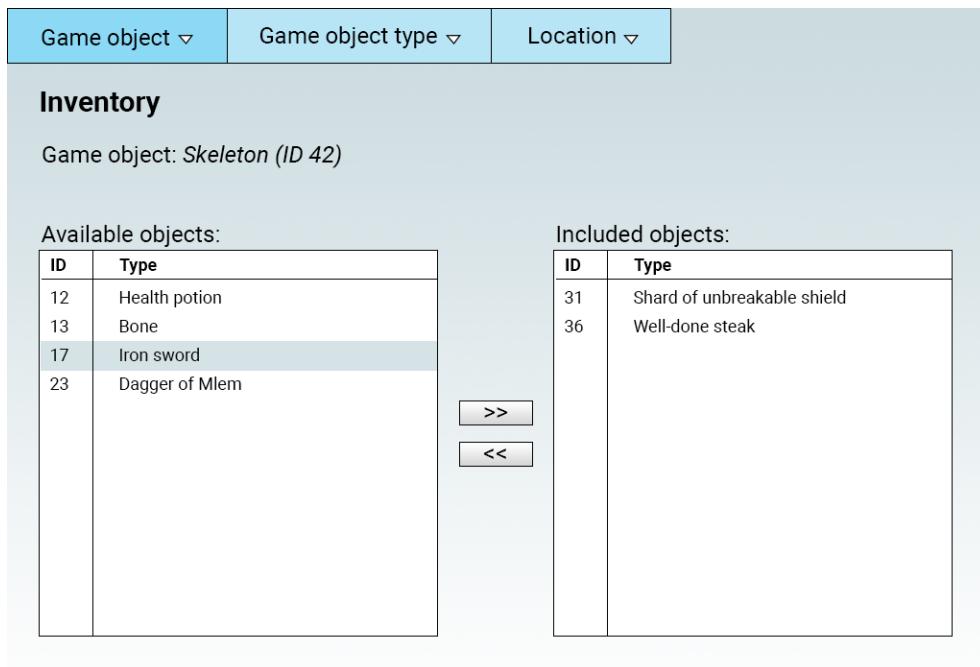
## 3.4 Administration

The Database server supports several API endpoints through which authorized administrators can manage the game data. The *Admin* section is protected using *HTTP Basic Authentication* and thus the administrator has to know a valid username-password combination. For prototyping purposes, I've decided to provide only basic functionality for the administration.

### 3.4.1 Front-end Design

Administrators can use a web front-end to manage game objects, their types, and locations. All actions are accessible from top-side menu.

For example, when there's a need to update inventory of an existing game object, it is possible to use the interface from Figure 3.5. After selecting a game object, the website presents administrator with two panes, first of which displays all available objects and the second one shows current inventory of the selected game object. New items can be added to the inventory by simply selecting an item from the first list and then clicking a » button



A wire-frame diagram of a web-based game object inventory management interface. At the top, there are three dropdown menus: "Game object ▾", "Game object type ▾", and "Location ▾". Below them is a title "Inventory" and a subtitle "Game object: Skeleton (ID 42)". The interface is divided into two main sections: "Available objects:" on the left and "Included objects:" on the right. The "Available objects:" section contains a table with four rows:

ID	Type
12	Health potion
13	Bone
17	Iron sword
23	Dagger of Mlem

Below this table are two buttons: a grey "»" button and a white "«" button. The "Included objects:" section contains a table with two rows:

ID	Type
31	Shard of unbreakable shield
36	Well-done steak

Figure 3.5: Wire-frame of administration front-end - game object inventory

The front-end won't be implemented during the prototyping phase. Administrators can directly call API endpoints to manage game data.

#### 3.4.2 Game Object Type Management

Endpoint `/admin/gameObjectType` allows administrators to create, update and get game object types. Sending a POST request to the endpoint will result in a new game object. A unique name must be specified for the new type. Optionally, the type can include a description, a set of allowed actions and a list of attributes.

PUT request updates an existing game object type. It is possible to change name and description. Administrator can also add new attributes and actions.

All existing game object types can be retrieved along with their actions and attributes by passing a GET request to the endpoint.

#### 3.4.3 Game Object Management

Similarly to their types, game objects themselves can be created, updated and retrieved via endpoint `/admin/gameObject`. Administrator can create new game objects by sending a POST requests to the mentioned endpoint. Game object type must be specified for the new game object. Optionally, the new object can have an inventory. Even though the inventory can be filled up during the creation process, server offers a PUT method on the endpoint which replaces the current children with the ones in the request.

All existing game objects can be retrieved along with their children by passing a GET request to the endpoint.

#### 3.4.4 Location Import

New locations can be imported from a file in OSM XML format [27]. Administrator can do so via a POST request to `/admin/importLocations`. The file is parsed for latitude and longitude data and the new locations are inserted into the database.

#### 3.4.5 Game Object To a Location Assignment

A location serves no purpose without a *game object* assigned. This can be achieved using PUT endpoint `/admin/assignGameObjectToLocation`.

#### 3.4.6 Cache Clearing

Developers might need to change game data directly in the database. Since Hibernate won't be aware of such changes, its cache must be cleared via DELETE endpoint `/admin/clearCache`.

## 3.5 Calculations

Following sections describe how player's level, maximum health and death penalty scales throughout the game. The values were chosen experimentally with respect to the currently implemented game objects. Actual values might and probably will change when new game objects are added.

### 3.5.1 Level

A player gains experience as he progresses the game. The amount of experience needed for next level increases with golden ratio. The game uses the following formula to calculate player's level from his total experience:

$$\text{level} = \left\lfloor \left( \frac{\text{xp}}{1024} \right)^{0.62} + 1 \right\rfloor,$$

where  $\text{xp}$  is user's experience.

### 3.5.2 Maximum Health

Player's maximum linearly scales with his level which results in easier fights with strong monsters at higher levels.

$$\text{maxHealth} = 200 + 50 * (\text{userLevel} - 1)$$

### 3.5.3 Death Penalty

A player is punished by losing gold when he dies. The total amount of the lost gold scales with user's level.

$$\text{deathPenalty} = 200 + 100 * (\text{userLevel} - 1)$$

## 3.6 Public API

Even though every component has its own API, only the Connection Server API is available to clients. HTTP methods correspond to REST principles.

The public API for the prototype has been specified in cooperation with my colleague Tomáš Zahálka. I present an example of two endpoints below. For the full list of publicly available API endpoints, please refer to Appendix B. The mentioned appendix also contains description of API provided by LS and DS.

### 3.6.1 GET /login

The Login endpoint verifies a Google ID access code and generates an access code for future request. When successfully authenticated, user's profile and the access code is returned.

### Parameters

**token** Google ID token [string]

### Responses

**200** User successfully logged in, return **Profile** (B.3.1) with access code set.

**403** Invalid access code

**404** User not found

**500** Unexpected error

### 3.6.2 GET /location

The Location endpoint retrieves all nearby locations in radius 200 m from the provided coordinates. The locations are returned along with their associated game objects.

### Parameters

**accessCode** Access code [string]

**lat** Latitude [double]

**lon** Longitude [double]

### Responses

**200** Return list of nearby **Location** objects (B.3.8) along with their assigned *game object*.

**403** Invalid access code

**404** User not found

**500** Unexpected error



# CHAPTER 4

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## Implementation

### 4.1 Development Environment

I chose to use IntelliJ IDEA Ultimate 2017 [28] as my IDE. It is very user-friendly and powerful tool, which packs almost everything needed to develop a Java application. Build management is handled by Apache Maven [29]. This tool is extremely useful as it takes care of all application's dependencies and completely manages the build process. I also use GIT [30] as my version control system.

### 4.2 Game Locations Source

I have obtained all game locations from an open-source project OpenStreetMaps (OSM) [31]. I downloaded complete map data of the Czech Republic. All map features in OSM have one or more tags which specify a type of the feature, for example *amenity.college* is a college or a campus building, *historic.castle* is a castle and so on. Since it would be unreasonable to use all available features<sup>6</sup>, I chose only several types, mostly from categories *amenity* and *historic*. I used a tool *Osmosis* [32] to extract selected map features from the data. The selection resulted in 99 037 locations for the entire Czech Republic.

### 4.3 Database

The initial database structure was created from the database model shown in Figure 3.4. I used MySQL Workbench [33] to generate a creation script.

The database includes an event which is triggered every 8 hours and wipes a table containing list of monsters killed by users. It causes the monsters to re-spawn.

---

<sup>6</sup>The list of the feature types is available at [http://wiki.openstreetmap.org/wiki/Map\\_Features](http://wiki.openstreetmap.org/wiki/Map_Features)

## 4.4 Project Structure

The entire project is organized by its components (also called *modules* in the IDEA's terminology). The project name is *BachelorsServer* and consists of three modules – *ConnectionServer*, *LoginServer*, and *DatabaseServer*. The project source code is located in folder `/server/BachelorsServer/` on the enclosed SD card. Each module follows Maven's Standard Directory Layout<sup>7</sup>. Top-level directory contains important configuration file. First one is `config.yml` which stores server setting, such as listening ports, used protocol (HTTP/HTTPS), or URLs of other components. Path to this file must be specified as command-line argument of the server. Second file is `pom.xml` (*Project Object Model* file). It contains project-specific definitions for Maven. It specifies project version and name, its dependencies, and build strategies. Common package organization is<sup>8</sup>:

**bachelors.module** Main class and server configuration classes.

**bachelors.module.api** Classes used for JSON serialization and deserialization.

**bachelors.module.resources** Definitions of API endpoints.

## 4.5 Connection Server

A component which mostly serves as a proxy. Connection server is designed to be lightweight, since every client connects through this component. Connection Server is the least complex module of the three. To satisfy the requirement for secured communication, this component can be configured to allow incoming connections only via HTTPS protocol.

### 4.5.1 Resources

Classes which handle API requests. I described their main responsibilities and examples of their usage in the following text.

**BaseResource** Abstract super-class for all resources. It contains commonly used methods, such as `putRequest()`, or `getRequest()`. These methods verify client's access code and delegates the request to a supplied URL.

**UserResource** The class handles user-oriented requests. It is used to get user's profile, or his inventory.

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<sup>7</sup>Specification the Standard Directory Layout is available at <https://maven.apache.org/guides/introduction/introduction-to-the-standard-directory-layout.html>

<sup>8</sup>The package name *module* is used as a placeholder for module-specific name – database, connection, or login.

**LoginResource** The resource oriented on login and registration requests.

**LocationResource** It is responsible for retrieving nearby game locations.

**PurchaseResource** Contains endpoints which handle in-app purchases.

**ActionResource** Important resource which processes user's action. It is used to kill a monster, to buy an item from a shop, or to use a health potion.

## 4.6 Login Server

A component responsible for authentication and authorization of clients and in-app purchase verification. I introduced several dependencies to help me fulfill the requirements.

### 4.6.1 Access Key Store

All client's requests after login are authorized using an access code. The storage for these codes has to be fast, reliable and shared among all instances of Login server component. The codes are stored in Redis and accessed from the component using a Redis java client – Jedis [34].

### 4.6.2 Google API

During the authentication process, a user sends a Google ID token. The component uses a Google API Client library [24] to access Google API and exchange the token for user ID and e-mail. The in-app purchase verification follows similar process. The task is done using Google Play Developer API Client Library for Java [35].

## 4.7 Database Server

The most complex and important component of the three. It is responsible for game logic and data persistence.

### 4.7.1 Configuration Files

A folder *BachelorsServer/DatabaseServer/src/main/resources* contains configuration files for various dependencies of Database Server.

**hibernate.cfg.xml** Hibernate's running configuration. It defines second-level cache settings, type of the database engine, and lists database entities.

**hibernate-redis.properties** The file sets up Hibernate's second-level cache provider.

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**logback.xml** Settings of logger. Specifies what log level to show and where to output the logs.

**redisson.yml** Configuration for Redisson which describes Redis server connection settings.

### 4.7.2 Hibernate

The component uses Hibernate library to access the database.

#### Entities

Every table in the database (except Many-to-Many relationships) has to be defined in an entity class. The specification contains not only table columns but also other entities in relationship with the class. It means the developer can for example simply call `getGameObjectType()` on `GameObject` and Hibernate automatically fetches associated `GameObjectType` from the database.

#### Second-level cache

I've decided to use a second-level cache to optimize database interactions. Hibernate supports many cache providers and I chose to use hibernate-redis [36]. When the cache is configured, each entity can be annotated as `@Cacheable` and have caching strategy specified. Hibernate then automatically caches the annotated entities.

### 4.7.3 Models

Package `bachelors.database.db` contains models in which database operations are implemented. Each model extends abstract super-class `BaseModel` and operates in its logical scope, e.g. `UserModel` handles user-related operations, `GameObjectModel` handles game object related actions and so on. The `BaseModel` implements generic methods for simple database operations, like select all objects, or get object by id. Please refer to class diagram in Figure C.14 or to project documentation for more detailed information about models.

### 4.7.4 HTTP Basic Authentication

Access to `Admin` endpoints is allowed only to authorized users. Database Server uses Dropwizard's authentication support. Only three additional files are needed to implement HTTP Basic Authentication. They are all located in package `bachelors.database.security`.

**AdminUser** Type of the user which extends `java.security.Principal`.

**AdminAuthenticator** The class defines how the application verifies user-name and password.

**AdminAuthorizer** A method to verify if the user has sufficient privileges to access the requested resource.

## 4.8 Deployment Environment

The prototype currently runs on a virtual private server<sup>9</sup> provided by WEDOS internet, a.s. The server's operating system is Debian 8. It uses the lowest available server specification:

<i>CPU</i>	1 thread Xeon 1.70 GHz
<i>RAM</i>	2 GB
<i>SSD</i>	15 GB
<i>SLA</i>	99.99%

The specifications are sufficient for testing and prototyping but in unused state, the server has only about 200 MB free RAM. Additionally, the application will have to support many concurrent users which requires more CPU threads.

## 4.9 Documentation

The source code of the application includes a documentation in JavaDoc notation. Generated documentation is available as interactive HTML documents on the enclosed SD card at */documentation*.

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<sup>9</sup>The server is accessible at <https://31.31.78.223:8080> [as of 2017/06/20]



# CHAPTER 5

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## Testing

### 5.1 Unit Testing

The project use JUnit [37]. Unit tests are located in *src/test* directory in the root folder of each component and are included on the SD card. All components use the tests to verify proper serialization and deserialization of JSON requests. Each tested JSON object is defined in *src/test/resources/fixtures*.

The tests are packed in a test suite. This allows running all test by executing *bachelors.\*component\_name\*.api.AllTests*. All tests are passing in the current build.

### 5.2 Static Code Analysis

I use SonarLint [38] for on-the fly static code analysis. It offers many useful rules with specified severity and also guidelines how to fix the issues. Static code analysis discovered many problems, the most notable were:

- Create a private constructor to hide the implicit one in a static class.
- Use constant instead of duplicating string literal.
- Replace use of System.out by a logger.
- Make final constants also static.

The static analysis proved to be useful to maintain a good quality of the code and prevent bugs.

### 5.3 System Testing

I developed a Python script to test most of the endpoints in the real environment. The script doesn't test */login/registration* and */purchase* endpoints

## 5. TESTING

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as they need valid Google tokens which can't be reused and are not easily obtainable. All tests are passing in the current build.

The script requires Python 3 or newer to run and is located in *BachelorsServer/SystemTest/TestBachelorsPrototype.py*. The tester must initialize the script with values of a test account in the current database. The script then sends HTTP request to each endpoint testing valid and invalid data.

For example, test *ACTION – Kill* verifies the client cannot request setting his health to a negative value or more than his level allows. Script also tries to kill a monster at a wrong location and vice versa. A successful kill follows a second attempt to kill the same monster which must fail.

### 5.4 Client Testing

I tested the application with my colleague using his client part of the game. We didn't discover any bugs which would affect the player in any way.

### 5.5 Stress Testing

I performed a stress test using Apache JMeter [39]. This testing framework is used to simulate interactions with a web server. Results of this type of test offer useful insight into how many concurrent users can server handle. Hardware specifications of the testing environment are described in Section 4.8.

I created a test plan in a way so that one thread simulates about 10 users. Each thread operates independently for 10 minutes and performs following series of actions:

1. Wait 1 second<sup>10</sup>,
2. get nearby locations around location A (*/location*),
3. wait 1 second,
4. get nearby locations around location B (*/location*),
5. wait 1 second,
6. get nearby locations around location C (*/location*),
7. get profile (*/user*),
8. get inventory (*/user/inventory*),
9. go back to step 1.

---

<sup>10</sup>The locations are fetched from the server once every 10 seconds in the real game client

---

Users	500	1 500	2 300	3 000	5 000
Latency median [ms]	108	123	166	473	1 737
Throughput [request/s]	16.0	46.4	67.9	79.1	99.8

Table 5.1: Result of the server stress test.

As expected, calls to the endpoint `/location` took the longest time out of the three tested, the difference in latency was about 30% on average for up to 2 300 users. As you can see in Table 5.1, latency significantly increased at 3 000 users and about 2% request resulted in an error. At 5 000 users, the server was far beyond its limits and responded with very high latency and about 8% error rate. This behavior is expected due to the very limited resources of the server. The results might be affected by the performance issues of the test machine, since 500 threads had to be run concurrently to simulate 5 000 users.

Based on the test, server is currently able to handle more than 2 300 concurrent users with no performance issues that would affect clients. Since the server currently uses minimal available hardware specification, the computational power can be easily scaled up when the application reaches about 2 000 daily users.



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# Conclusion

This thesis aimed to create a prototype of the server part of a role-playing game with features of augmented reality. I explored and analyzed similar existing games. After discussion with my colleague Tomáš Zahálka, I defined the rules and features of the game prototype.

I analyzed use cases and specified requirements to clarify expected server behavior. I explored available solutions for a *database management system* and chose to use *MySQL*. I incorporated several Java frameworks and libraries into the project to handle database communication, JSON (de)serialization, and to manage API endpoints. I designed the structure of the server and described actions a user can perform. Based on these actions, I created a specification for public API as well as private one for internal communication among components. I designed and implemented a database model. I obtained and imported initial game locations to the database. In implementation phase, I created all specified API endpoints, implemented game logic, and database communication. Administration section was secured and requires authentication. I created an index of location and configured a cache to improve database performance. Lastly I performed unit, system and stress tests as well as static code analysis.

Since the server is currently in prototype version, many features and further improvements are planned for future development. I plan to improve error handling and increase coverage of the unit tests before a production release. One of the planned features is a quest system. My design allows easy scalability to support many concurrent users and high extensibility which enables me to create full, market-ready server.



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# APPENDIX A

---

## Acronyms

**API** Application Programming Interface

**CPU** Central Processing Unit

**CS** Connection Server

**DBMS** Database Management System

**DS** Database Server

**HTTP** Hypertext Transfer Protocol

**HTTPS** Hypertext Transfer Protocol Secure

**ID** Identifier

**IDE** Integrated Development Environment

**JSON** JavaScript Object Notation

**LS** Login Server

**RAM** Random-Access Memory

**REST** Representational State Transfer

**SLA** Service Level Agreement

**UID** Unique Identifier

**URI** Uniform Resource Identifier

**URL** Uniform Resource Locator



# APPENDIX B

---

## API

### B.1 Public API

Following text describes public API available to clients. All error responses return **Error** (B.3.3) with a description of the error.

#### B.1.1 GET /login

The Login endpoint verifies a Google ID token and generates an access code for future request. When successfully authenticated, user's profile and the access code is returned.

##### Parameters

**token** Google ID token [string]

##### Responses

**200** User successfully logged in, return **Profile** (B.3.1) with access code set.

**403** Invalid token

**404** User not found

**500** Unexpected error

#### B.1.2 POST /login/register

The Registration endpoint creates a new user on the server. His profile is initialized with default values. If the username is taken or if the user already exists, then an error is returned.

## B. API

---

### Body

**UsernameWToken** Defined in B.3.2.

### Responses

**200** User successfully registered and logged in, return **Profile** (B.3.1) with access code set.

**403** Invalid token

**409** Either username exists or the user is already registered.

**500** Unexpected error

### B.1.3 GET /user

The User endpoint returns the user profile.

### Parameters

**accessCode** Access code [string]

### Responses

**200** Return **Profile** (B.3.1).

**403** Invalid access code

**404** User not found

**500** Unexpected error

### B.1.4 PUT /user/die

The Die endpoint kills a user. He's punished with a gold penalty and his health is restored.

### Body

**AccessCode** Defined in B.3.4.

### Responses

**200** Return **Profile** (B.3.1).

**403** Invalid access code

**404** User not found

**500** Unexpected error

### B.1.5 GET /user/inventory

The User Inventory endpoint return all the items in the user's inventory and the information about what is equipped in which slot.

#### Parameters

**accessCode** Access code [string]

#### Responses

**200** Return **InventoryWEquipment** (B.3.5).

**403** Invalid access code

**404** User not found

**500** Unexpected error

### B.1.6 GET /location

The Location endpoint retrieves all nearby locations in radius 200 m from the provided coordinates. The locations are returned along with their associated game objects.

#### Parameters

**accessCode** Access code [string]

**lat** Latitude [double]

**lon** Longitude [double]

#### Responses

**200** Return list of nearby **Location** (B.3.8) along with their assigned game object.

**403** Invalid access code

**404** User not found

**500** Unexpected error

### B.1.7 POST /action/kill

The Kill endpoint performs kill action on the selected object and location. The location will be temporarily excluded from future requests to */location*. User health will be updated, experience and gold will be added. The endpoint returns *killConfirmedCode* which is needed to perform collect action

## B. API

---

### Body

**Kill** Defined in B.3.10.

### Responses

**200** Return **KillConfirmedCode** (B.3.11).

**400** Invalid data

**403** Invalid access code

**404** User not found

**500** Unexpected error

### B.1.8 POST /action/collect

The Collect endpoint allows collecting items from monster's inventory after kill. It can be called only once after each kill.

### Body

**Collect** Defined in B.3.12.

### Responses

**200** Return **InventoryWEquipment** (B.3.5).

**400** Invalid data

**403** Invalid access code

**404** User not found

**500** Unexpected error

### B.1.9 PUT /action/equip

The Equip endpoint equips an item from user's inventory to the specified slot.

### Body

**Equip** Defined in B.3.6.

### Responses

- 200** Successfully equipped item
- 400** Invalid data
- 403** Invalid access code
- 404** User not found
- 500** Unexpected error

### B.1.10 POST /action/use

The Use endpoint uses an item from user's inventory and adds health, gold, or experience.

#### Body

**Use** Defined in B.3.14.

### Responses

- 200** Return **Profile** (B.3.1).
- 400** Invalid data
- 403** Invalid access code
- 404** User not found
- 500** Unexpected error

### B.1.11 POST /action/buy

The Buy endpoint buys an item from a shop.

#### Body

**Buy** Defined in B.3.15.

### Responses

- 200** Return **InventoryWEquipment** (B.3.5).
- 400** Invalid data
- 403** Invalid access code
- 404** User not found
- 500** Unexpected error

## B. API

---

### B.1.12 POST /purchase

The Purchase endpoint processes in-app purchases on server. The purchase must be valid and not consumed to be accepted.

#### Body

**Purchase** Defined in B.3.16.

#### Responses

**200** Return **Profile** (B.3.1).

**400** Invalid data

**403** Invalid access code

**404** User not found

**500** Unexpected error

## B.2 Admin API

The following endpoints are protected with HTTP Basic Authentication. Authorized users can use them to manage game objects, locations, and game object types.

### B.2.1 PUT /admin/reindex

The Reindex endpoint clears the location index and re-initializes it.

#### Responses

**200** Successfully reindexed

**500** Unexpected error

### B.2.2 POST /admin/importLocations

The Import locations endpoint parses an XML file with OpenStreetMap locations and imports them into the database.

#### Body

**ImportLocations** Defined in B.3.17.

### Responses

**200** Return number of imported locations

**500** Unexpected error

### B.2.3 DELETE /admin/clearCache

The Clear cache locations endpoint parses an XML file with OpenStreetMap locations and imports them into the database.

### Responses

**200** Cache successfully cleared

**500** Unexpected error

### B.2.4 GET /admin/gameObject

The GET Game object endpoint returns all available game objects.

### Responses

**200** List of **GameObject** (B.3.9)

**500** Unexpected error

### B.2.5 POST /admin/gameObject

The POST Game object endpoint creates a new game object of a specified type.

### Responses

#### Body

**AdminGameObject** Defined in B.3.18. Field *id* not set.

**200** Game object successfully created

**400** Invalid data

**500** Unexpected error

### B.2.6 PUT /admin/gameObject

The PUT Game object endpoint replaces the game object's children with the ones provided in the request.

## B. API

---

### Responses

#### Body

**AdminGameObject** Defined in B.3.18. Fields *id* and *childrenIds* are mandatory.

**200** Game object's children successfully updated

**400** Invalid data

**500** Unexpected error

### B.2.7 GET /admin/gameObjectType

The GET Game object type endpoint returns all available game object types.

### Responses

**200** Return all game object types

**400** Invalid data

**500** Unexpected error

### B.2.8 POST /admin/gameObjectType

The POST Game object type endpoint creates a new game object type with specified actions and attributes.

#### Body

**AdminGameObjectType** Defined in B.3.19.

### Responses

**200** Game object type successfully created

**400** Invalid data

**500** Unexpected error

### B.2.9 PUT /admin/gameObjectType

The PUT Game object type endpoint updates the game object type.

#### Body

**AdminGameObjectType** Defined in B.3.19. Field *id* is mandatory.

## Responses

**200** Return all game object types

**400** Invalid data

**500** Unexpected error

## B.3 JSON Objects

Definitions of objects sent in HTTP response or request body. The objects are of the type *application/json*.

### B.3.1 Profile

Complete user's profile information. May include access code.

#### B.3.1.1 Schema

**id** User ID [string]

**username** Username [string]

**email** E-mail [string]

**active** Account activity status [boolean]

**health** Current health [integer]

**experience** Total experience [integer]

**gold** Owned gold [integer]

**gems** Owned gems [integer]

**accessCode** Access code [integer]

### B.3.2 UsernameWToken

Wrapper entity for registration data.

#### B.3.2.1 Schema

**username** Username [string]

**token** Google ID token [string]

### B.3.3 Error

Entity returned when an error occurs. It describes what happened.

## B. API

---

### B.3.3.1 Schema

**code** Error code [integer]

**reason** Explanation of the error [string]

### B.3.4 AccessCode

Wrapper entity for access code.

### B.3.4.1 Schema

**accessCode** Access code

### B.3.5 InventoryWEquipment

Wrapper entity for user's inventory and his equipment.

### B.3.5.1 Schema

**inventory** List of **InventoryObject** (B.3.7) [array of objects]

**equipment** User's **Equipment** (B.3.6) [object]

### B.3.6 Equipment

Entity which contains all slots a player can equip items to. Each slot contains ID of the equipped item or null, if empty.

### B.3.6.1 Schema

**feet** Item in feet slot [integer]

**legs** Item in legs slot [integer]

**chest** Item in chest slot [integer]

**head** Item in head slot [integer]

**necklace** Item in necklace slot [integer]

**belt** Item in belt slot [integer]

**leftHand** Item in leftHand slot [integer]

**rightHand** Item in rightHand slot [integer]

**dualHand** Item in dualHand slot [integer]

**item** Item in item slot [integer]

### B.3.7 InventoryObject

Item in user's inventory.

#### B.3.7.1 Schema

**id** Item ID [integer]

**gameObjectTypeId** ID of the type of the item. [integer]

### B.3.8 Location

Description of a game location. Includes a game object assigned to it.

#### B.3.8.1 Schema

**id** Location ID [integer]

**latitude** Latitude [double]

**longitude** Longitude [double]

**gameObject** GameObject (B.3.9) assigned to the location [object]

### B.3.9 GameObject

Game object like monster or shop. Includes its inventory.

#### B.3.9.1 Schema

**id** Game object ID [integer]

**name** Custom name [string]

**description** Custom description [string]

**gameObjectTypeId** ID of the type of the game object [integer]

**gameObjects** List of GameObject (B.3.9) contained in this one [array of objects]

### B.3.10 Kill

Information about the user's kill. Describes the kill result.

## B. API

---

### B.3.10.1 Schema

**accessCode** Access code [string]

**locationId** ID of the location where the kill happened [integer]

**gameObjectId** ID of the killed monster [integer]

**health** User's health after kill [integer]

### B.3.11 KillConfirmedCode

Wrapper entity for kill confirmation.

### B.3.11.1 Schema

**killConfirmedCode** Confirmation code [integer]

### B.3.12 Collect

Specification of what user wants to collect from his killed monster.

### B.3.12.1 Schema

**accessCode** Access code [string]

**killConfirmedCode** Confirmation code for the kill [integer]

**gameObjects** List of IDs of the game objects user wants to collect [array of integers]

### B.3.13 Equip

Entity describing what item from user's inventory to equip to which slot.

### B.3.13.1 Schema

**accessCode** Access code [string]

**itemId** ID of the item from user's inventory to equip [integer]

**slot** Name of the slot in which to equip the item [string]

### B.3.14 Use

Describes what item from user's inventory to use.

#### B.3.14.1 Schema

**accessCode** Access code [string]

**itemId** ID of the item from user's inventory to use [integer]

### B.3.15 Buy

Entity which specifies what item user wants to buy and from what shop.

#### B.3.15.1 Schema

**accessCode** Access code [string]

**shopId** ID of the shop from which to buy [integer]

**itemId** ID of the item to buy [integer]

### B.3.16 Purchase

Entity which bears information about an in-app purchase.

#### B.3.16.1 Schema

**accessCode** Access code [string]

**productId** ID of the purchased product [string]

**token** Purchase token from Google [string]

### B.3.17 ImportLocations

Admin entity for importing locations from an XML file.

#### B.3.17.1 Schema

**tag** OpenStreetMap category tag [string]

**source** Path to the XML file on server [string]

### B.3.18 AdminGameObject

Admin entity describing a game object.

## B. API

---

### B.3.18.1 Schema

**id** ID of an existing game object [integer, optional]

**gameObjectTypeId** ID of the type of the game object [integer]

**root** True if the object cannot have ancestors, false otherwise [boolean]

**childrenIds** IDs of the game object's children [array of integers]

### B.3.19 AdminGameObjectType

Admin entity describing a game object type.

#### B.3.19.1 Schema

**id** ID of an existing game object type [integer, optional]

**name** Name [string]

**description** Description [string]

**attributes** Game object type attributes [array of objects]

**actions** All allowed actions [array of strings]

# Class Diagrams

## C.1 Connection Server

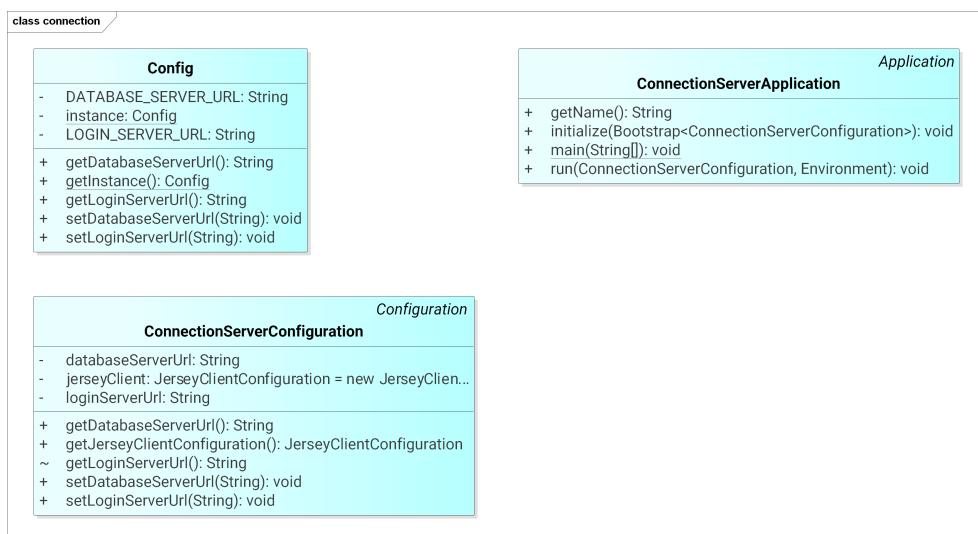


Figure C.1: Class diagram of package *bachelors.connection*

## C. CLASS DIAGRAMS

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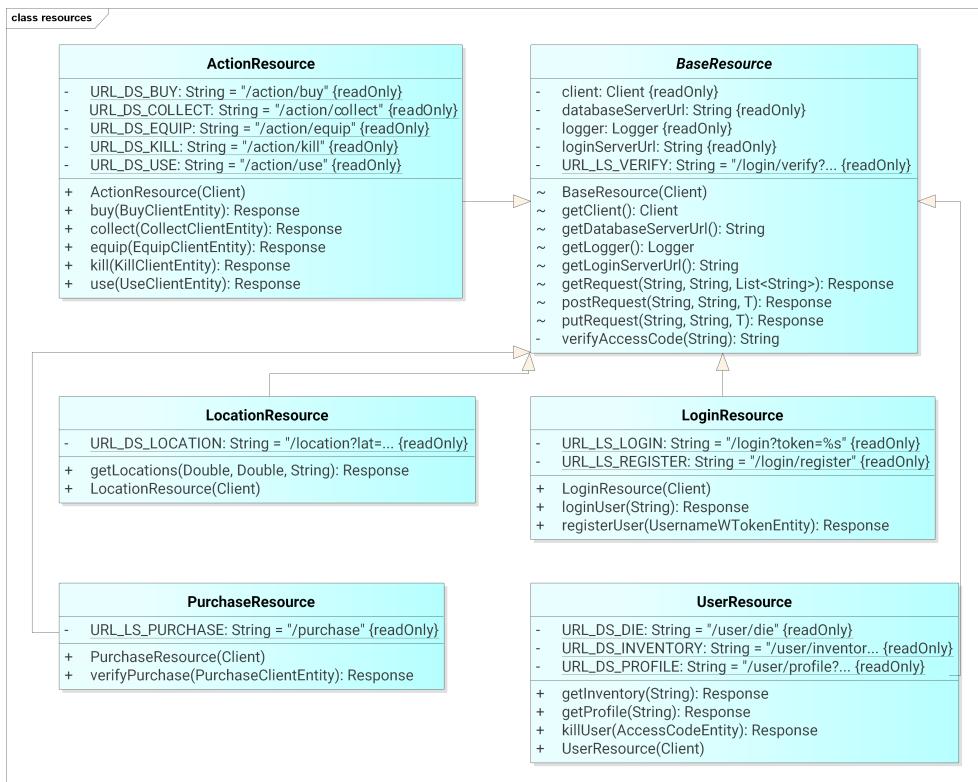


Figure C.2: Class diagram of package *bachelors.connection.resources*

## C.1. Connection Server

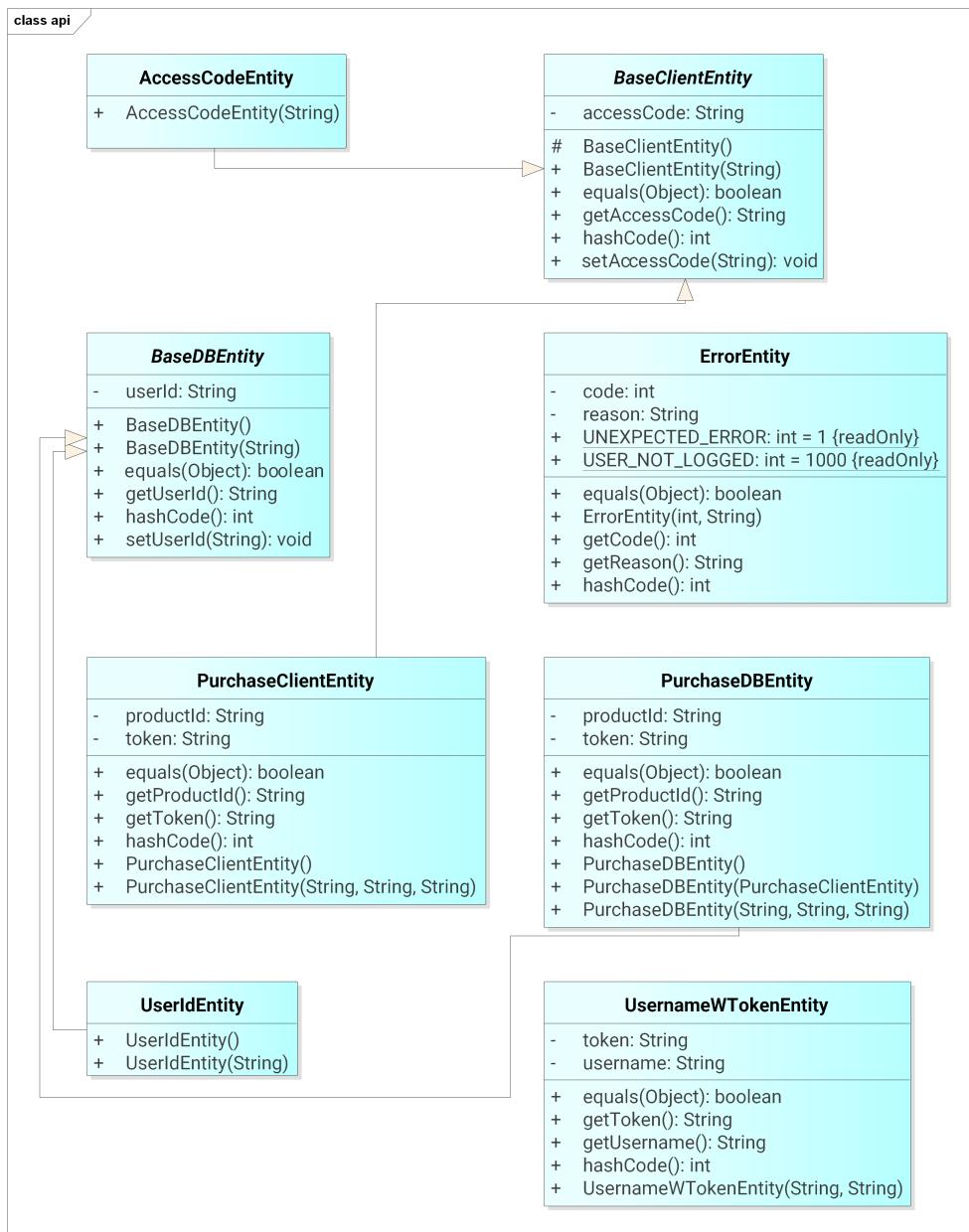


Figure C.3: Class diagram of package `bachelors.connection.api`

## C. CLASS DIAGRAMS

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Figure C.4: Class diagram of package *bachelors.connection.api.action*

## C.2 Database Server

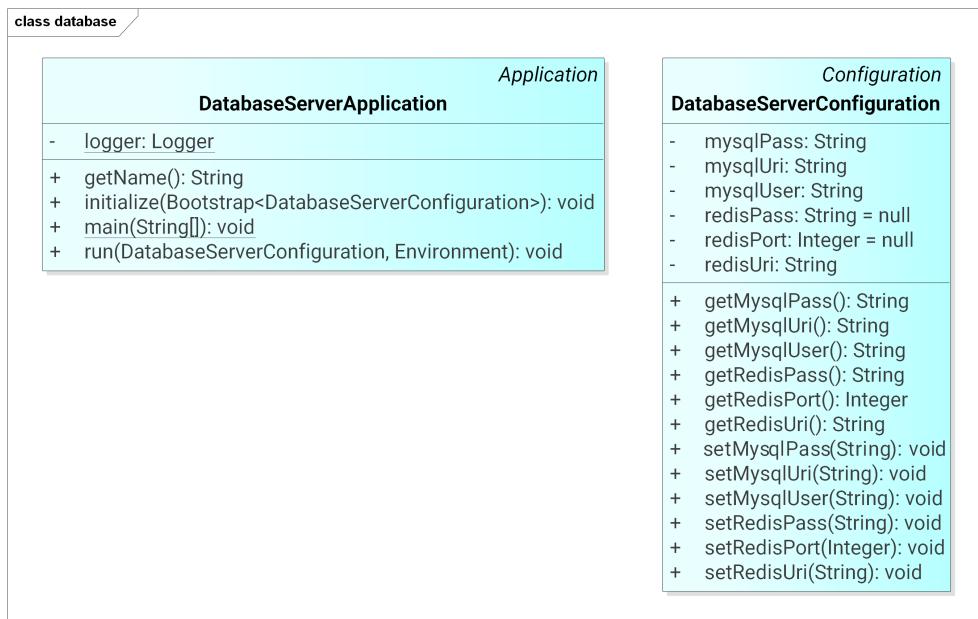


Figure C.5: Class diagram of package *bachelors.database*

## C. CLASS DIAGRAMS

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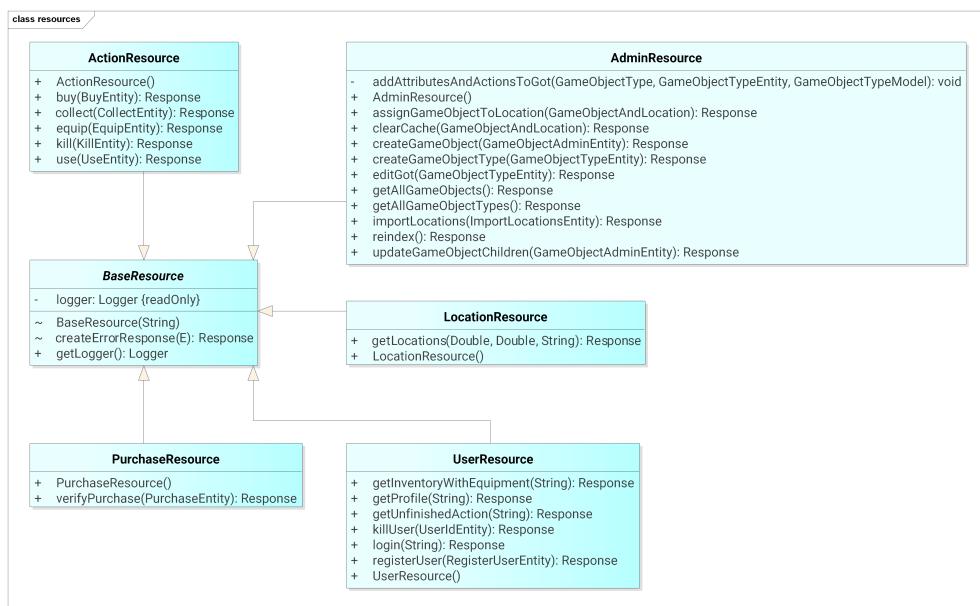


Figure C.6: Class diagram of package *bachelors.database.resources*

## C.2. Database Server

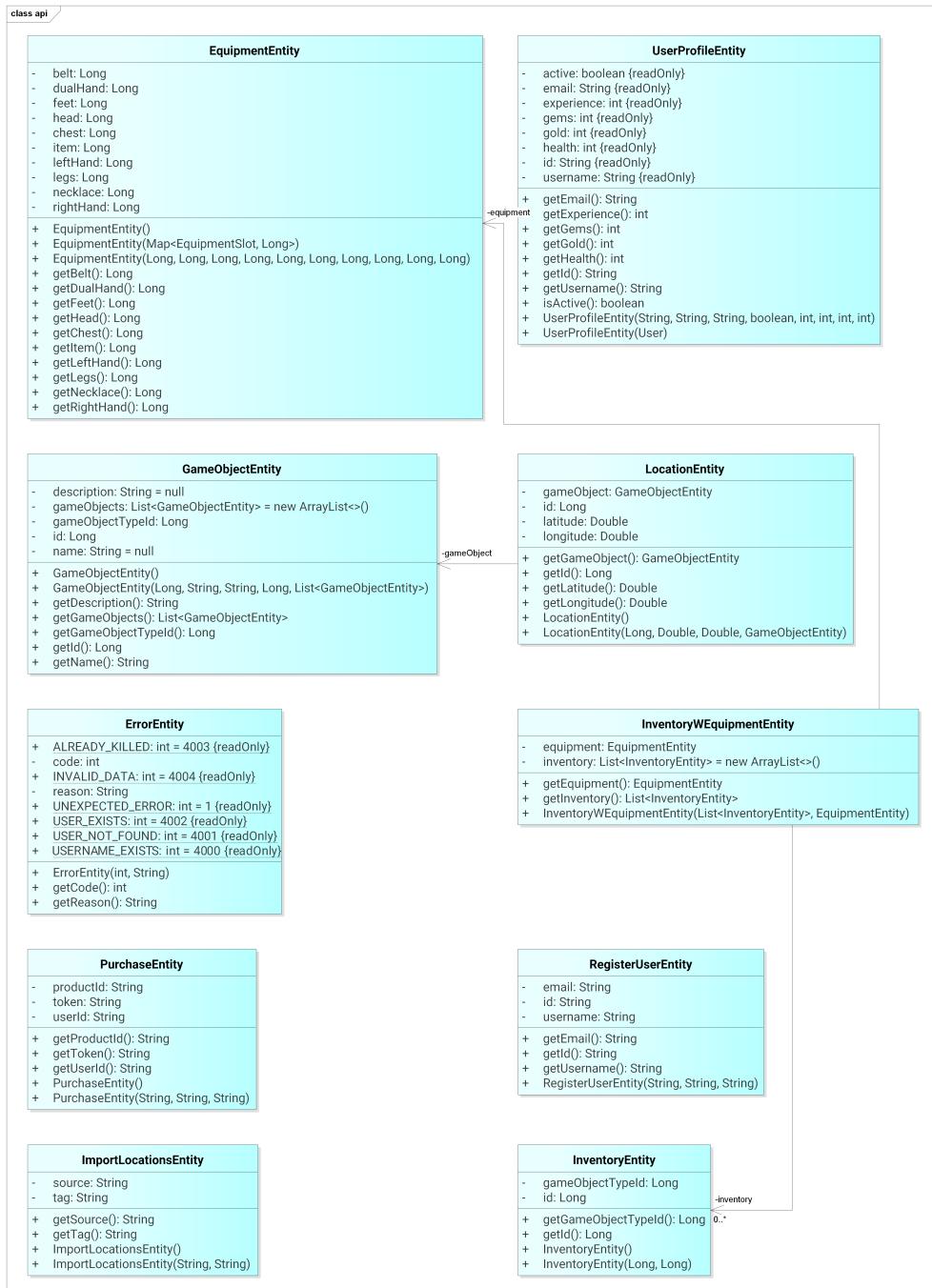


Figure C.7: Class diagram of package *bachelors.database.api*

## C. CLASS DIAGRAMS

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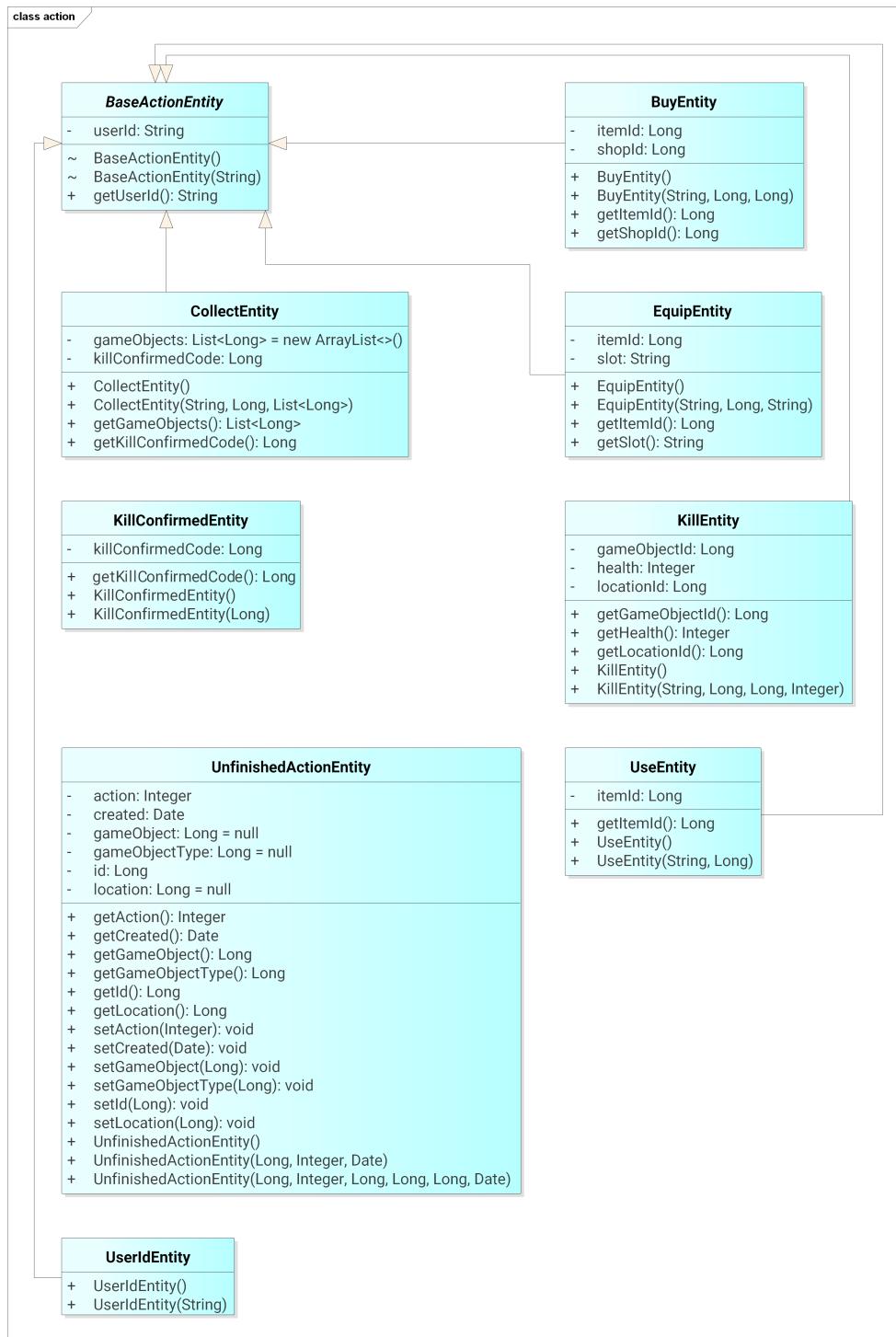


Figure C.8: Class diagram of package `bachelors.database.api.action`

## C.2. Database Server

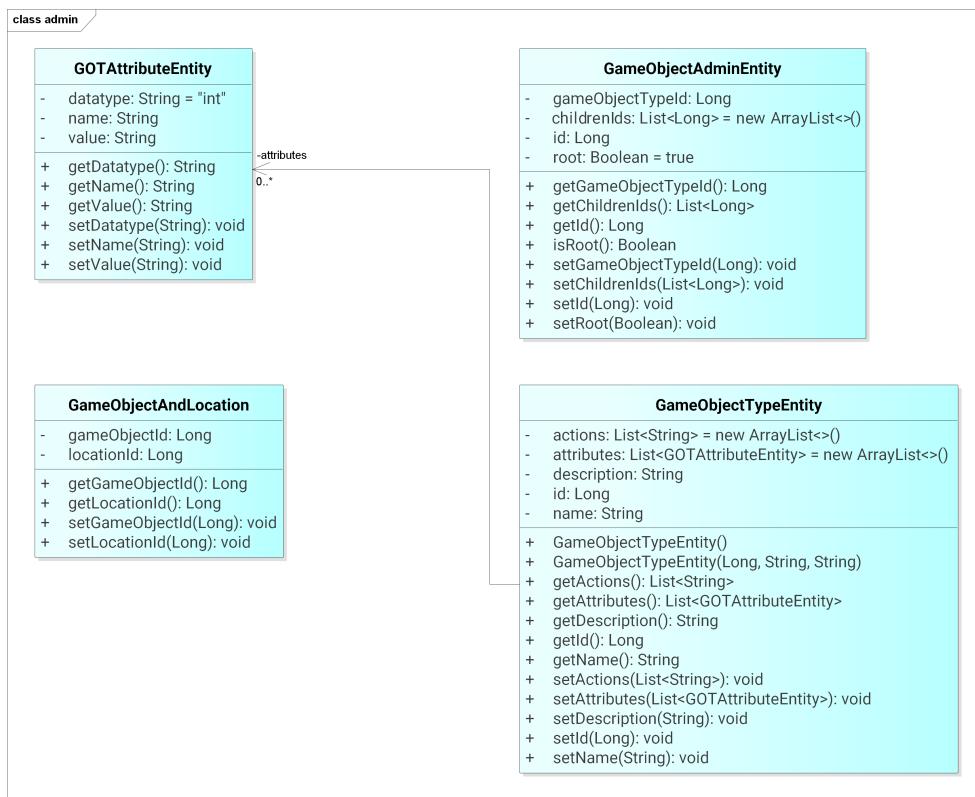


Figure C.9: Class diagram of package *bachelors.database.admin*

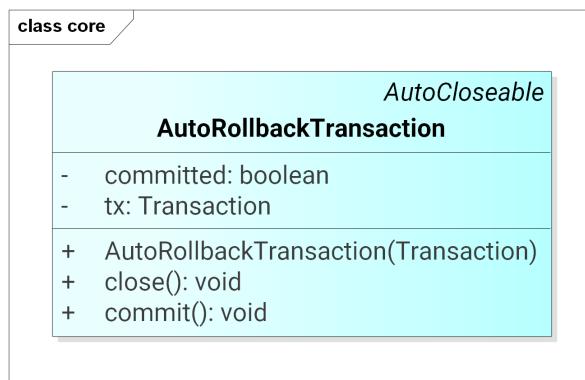


Figure C.10: Class diagram of package *bachelors.database.core*

## C. CLASS DIAGRAMS

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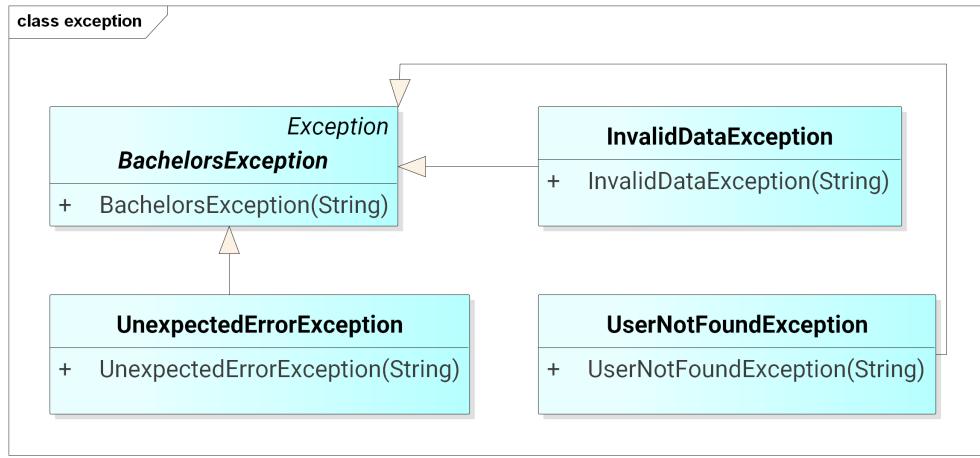


Figure C.11: Class diagram of package *bachelors.database.exception*

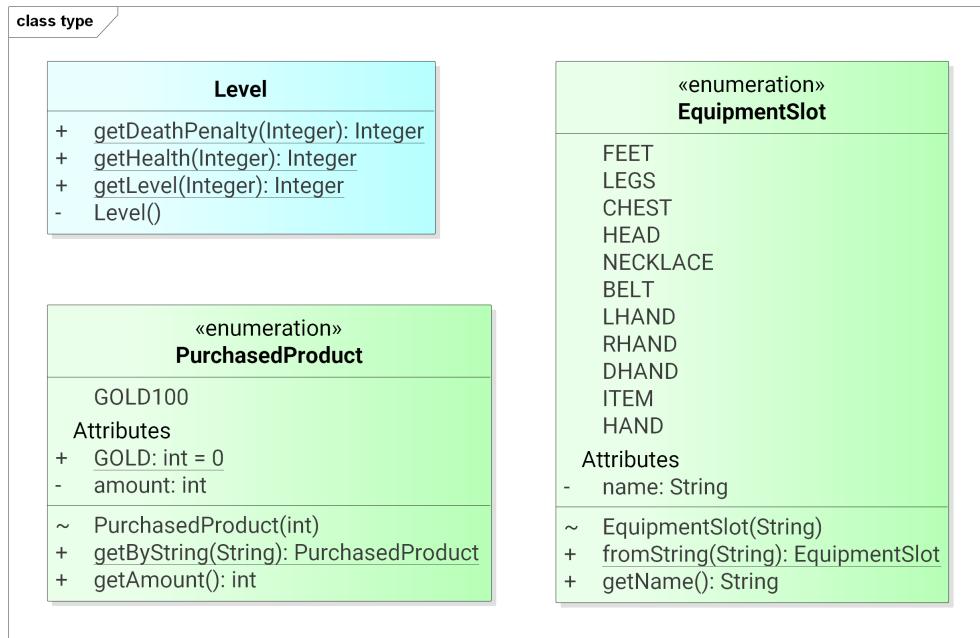


Figure C.12: Class diagram of package *bachelors.database.type*

## C.2. Database Server

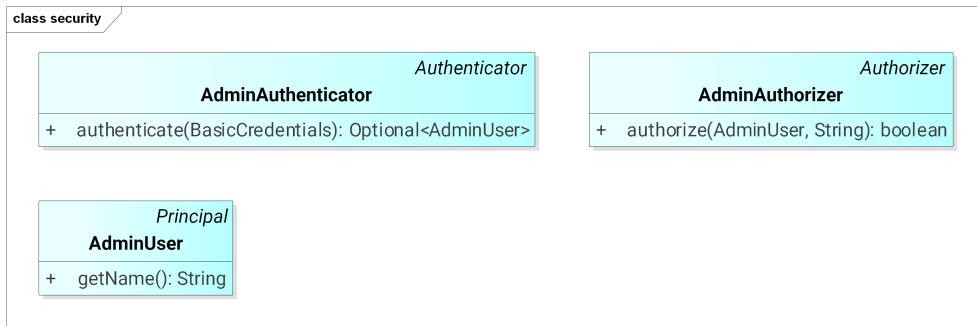


Figure C.13: Class diagram of package *bachelors.database.security*



Figure C.14: Class diagram of package *bachelors.database.db*

## C. CLASS DIAGRAMS

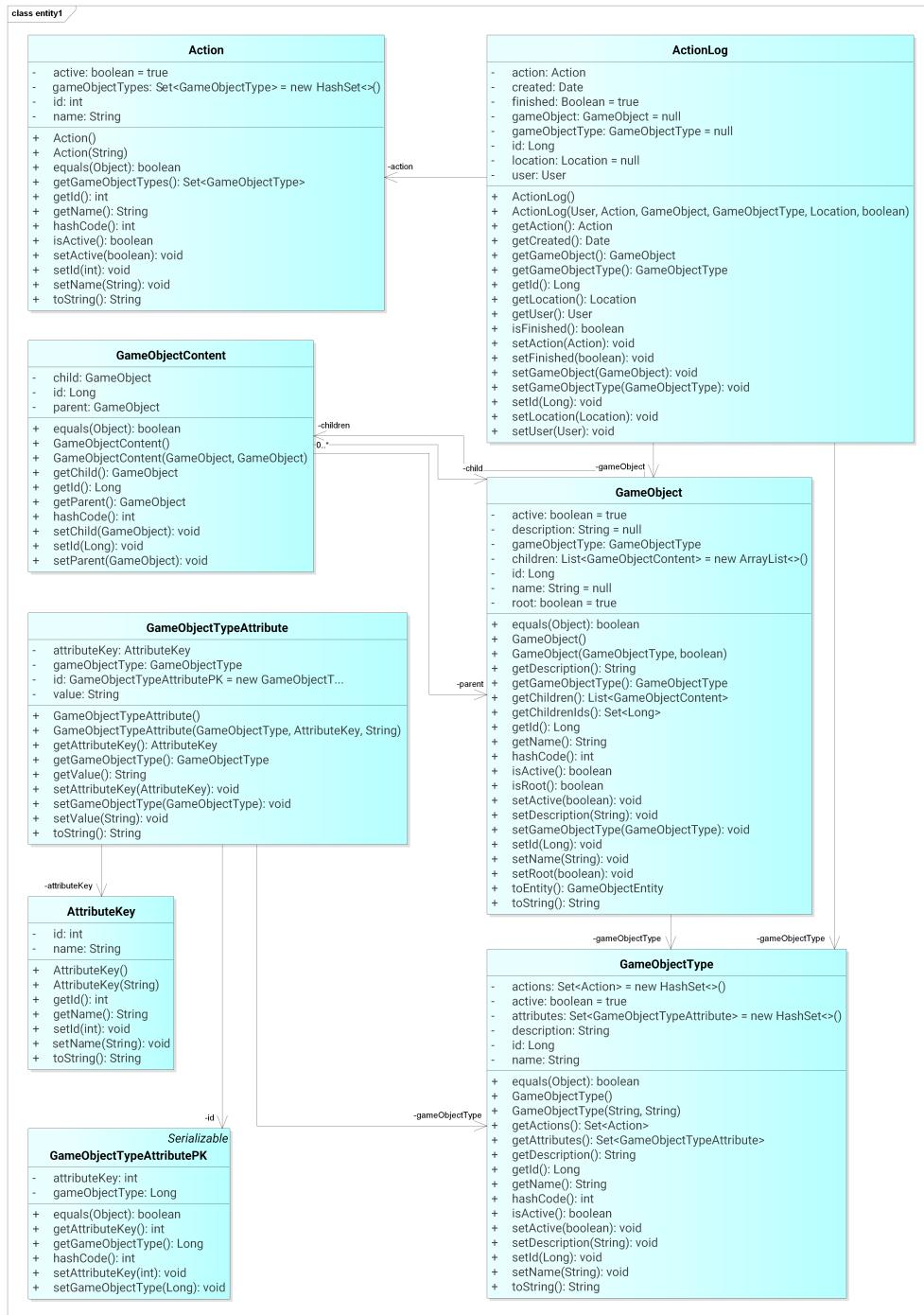


Figure C.15: Part 1/3 of a class diagram of package *bachelors.database.entity*

## C.2. Database Server

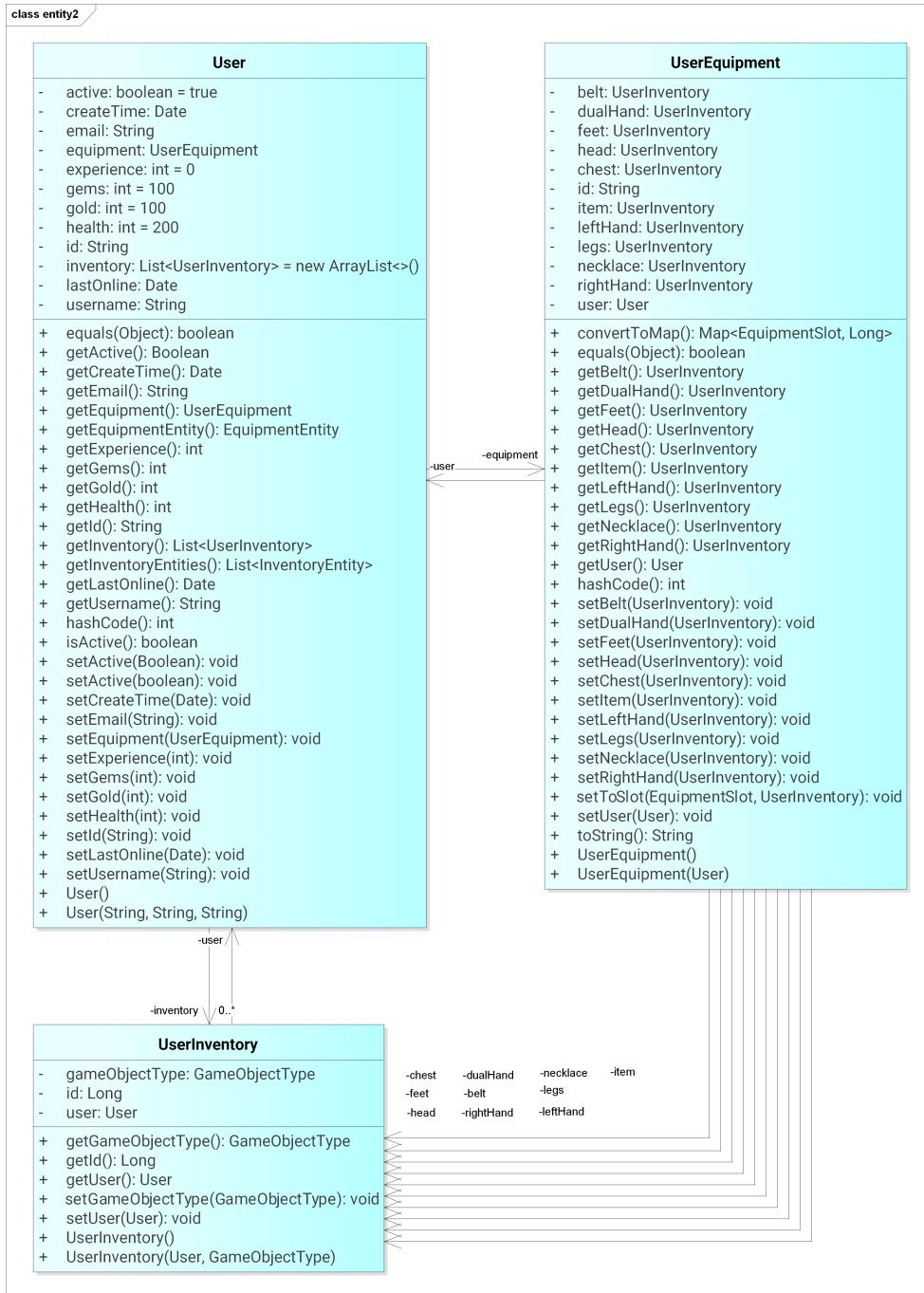


Figure C.16: Part 2/3 of a class diagram of package *bachelors.database.entity*

## C. CLASS DIAGRAMS

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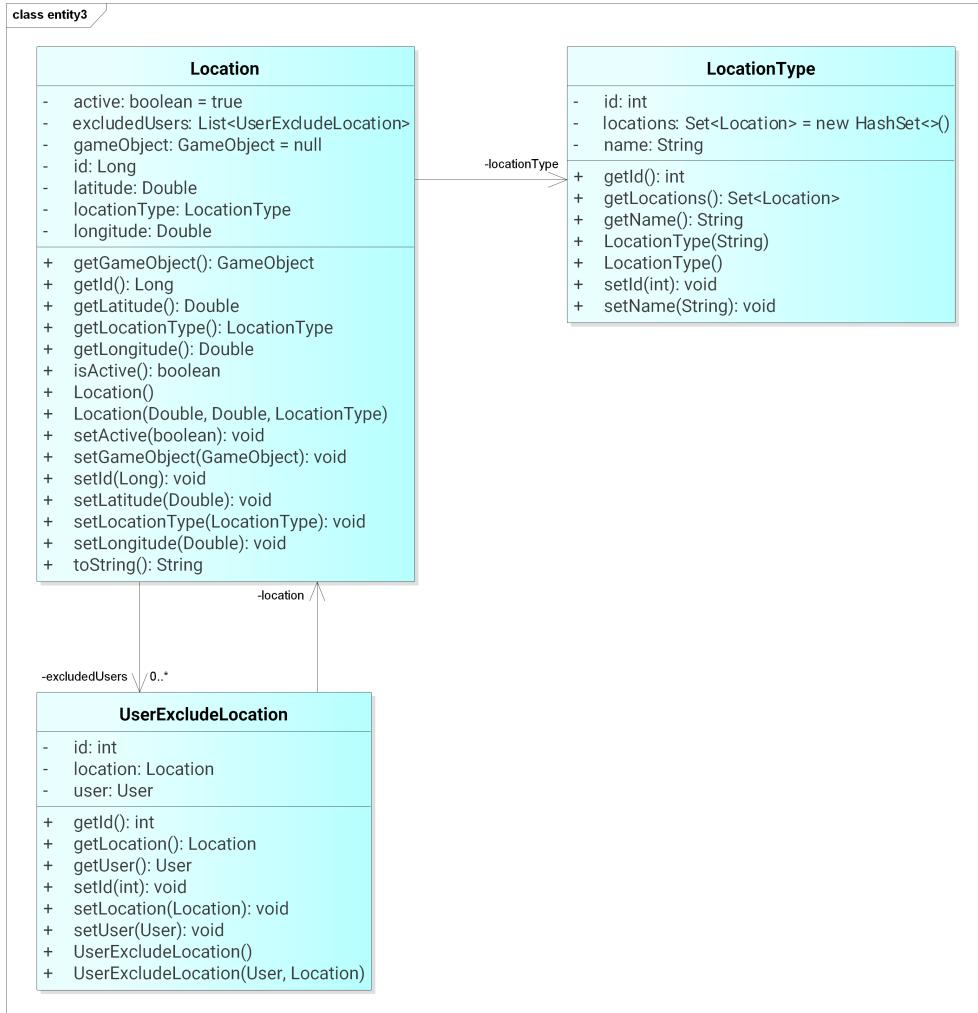


Figure C.17: Part 3/3 of a class diagram of package *bachelors.database.entity*

### C.3 Login Server

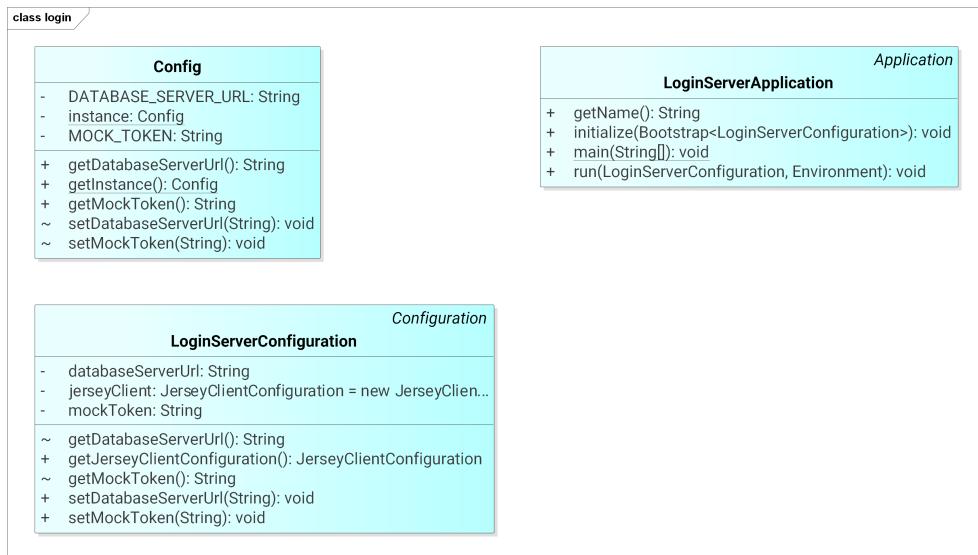


Figure C.18: Class diagram of package *bachelors.login*

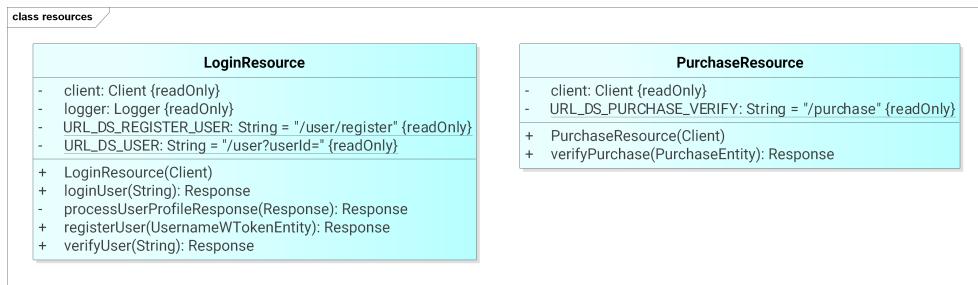


Figure C.19: Class diagram of package *bachelors.login.resources*

## C. CLASS DIAGRAMS

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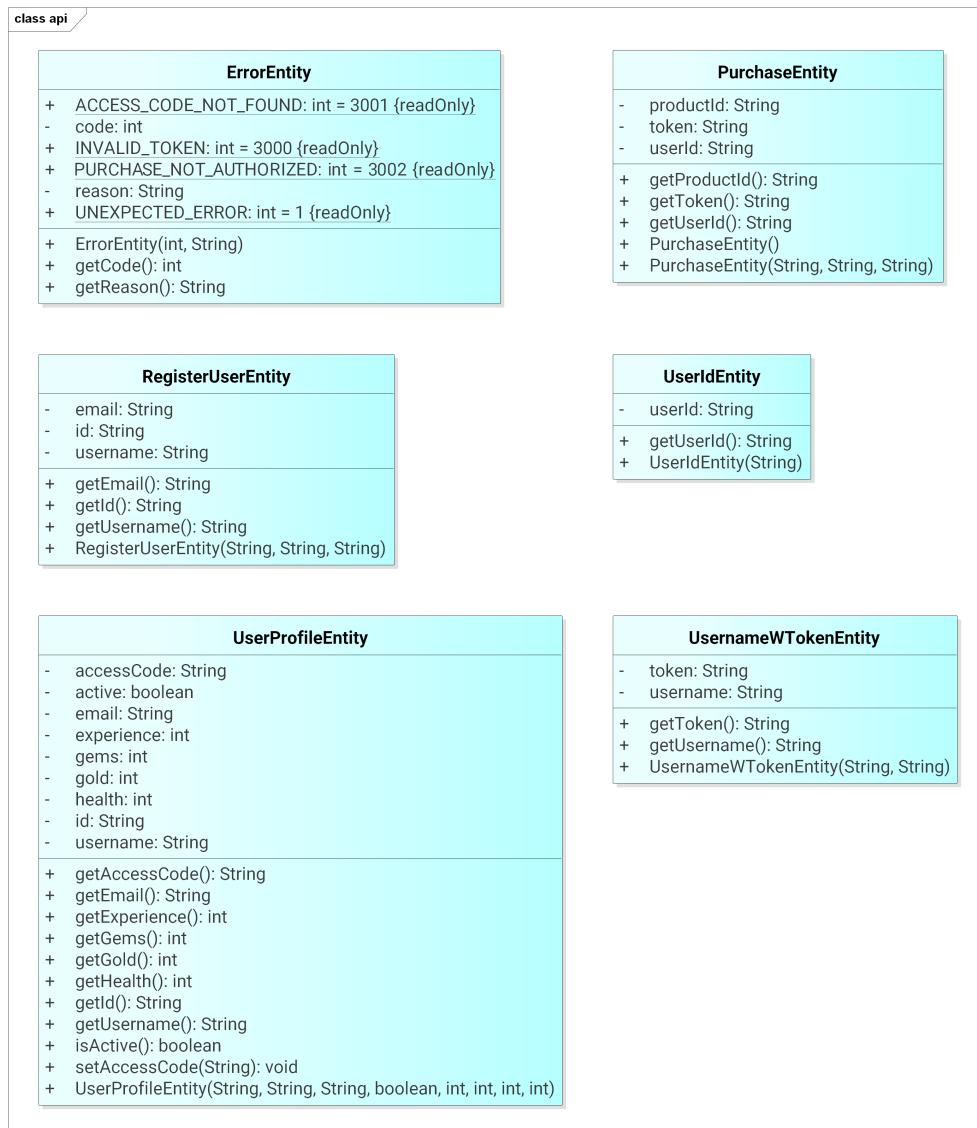


Figure C.20: Class diagram of package *bachelors.login.api*

### C.3. Login Server

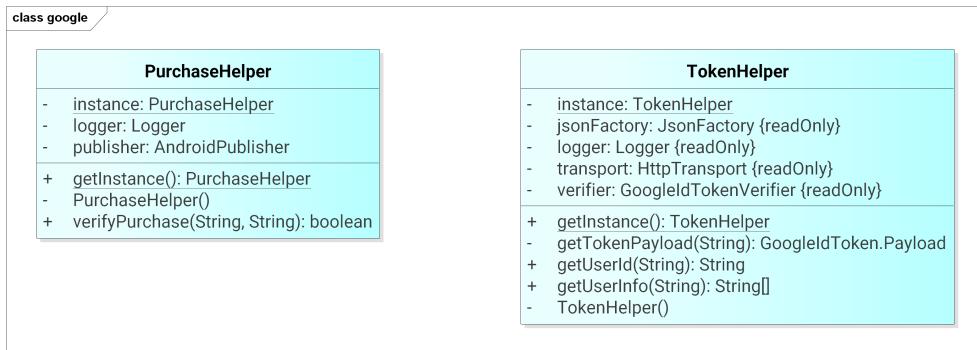


Figure C.21: Class diagram of package *bachelors.login.google*

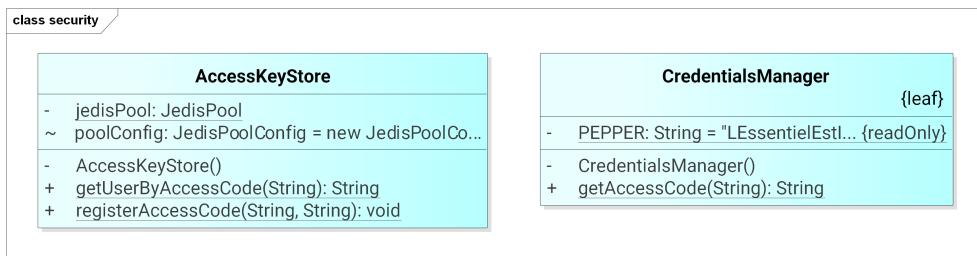


Figure C.22: Class diagram of package *bachelors.login.security*



# Installation Instructions

## D.1 Prerequisites

The server has several dependencies which should be met before the installation process. Even though the target platform is Debian, the server should work on any operating system with Java support. While the server might work with software versions other than the ones I specified, the compatibility is not guaranteed. The dependencies can be downloaded for free from the cited websites.

1. MySQL 5.7 [11]
2. Redis 3.2 [25]
3. Java 8 or OpenJDK 8

## D.2 Google Play Developer Service Account

Login server needs access to application's Google Play data to verify in-app purchases. Google allows reading the billing data through their API but the client has to be authenticated. Developers can create a *Service account* in their *Google Play Developer Console*, and use the account to access the API. For obvious security reasons, credentials to such account cannot be disclosed with the thesis. Requests to `/purchase` endpoint on a server compiled from the source code on the SD card will result in an error.

## D.3 Compilation

Although I enclosed compiled *JAR* files on the SD card, the source code can be compiled using Maven [29]. Simply move to the root directory of a component

## D. INSTALLATION INSTRUCTIONS

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and execute a Maven goal *install* and optionally a goal *clean*:  
*maven clean install*

Compiled JAR binaries and generated HTML documentation can be found in *target/* folder upon successful compilation.

### D.4 Database Initialization

The database must be initialized prior running the Database server component. I've built an SQL script which creates the database structure and imports initial data, such as game objects, locations, actions, and so on. The script is located at */BachelorsServer/Data/init\_database.sql* on the enclosed SD card.

The MySQL server might not include timezone information which would render the application broken. You can import the time zones by converting system time zones to SQL using *mysql\_tzinfo\_to\_sql* tool and piping the output to *mysql* program [40]:

```
mysql_tzinfo_to_sql /usr/share/zoneinfo | mysql -u root mysql
```

### D.5 Configuration

Default server configuration is available in *config.yml* file which can be found in the root folder of each component on the enclosed SD card. The content of the configuration file is in YAML<sup>11</sup> format. The following text describes the meaning of important parameters.

#### Connection Server

**loginServerUrl** URL where a Login Server instance listens (example: *http://localhost:8090*)

**databaseServerUrl** URL where a Database Server instance listens (example: *http://localhost:8092*)

**server** Jetty web server configuration

**applicationConnectors** Protocol and port on which the application listens. If you decide to use HTTPS protocol, additional fields configuring SSL like **keyStorePath** and **keyStorePassword** have to be included. (Example: *HTTP* and *8080*)

**adminConnectors** Protocol and port on which the server statistics are available (example: *HTTP* and *8081*)

---

<sup>11</sup>YAML format specification can be found at <http://www.yaml.org/spec/1.2/spec.html>

### Login Server

**mockToken** Substitute for Google ID token used for testing purposes  
(example: *lorem ipsum*)

**databaseServerUrl** URL where a Database Server instance listens (example: *http://localhost:8092*)

**server** Jetty web server configuration

**applicationConnectors** Protocol and port on which the application  
listens (example: *HTTP* and *8090*)

**adminConnectors** Protocol and port on which the server statistics  
are available (example: *HTTP* and *8091*)

### Database Server

**mysqlUri** Java Database Connectivity URI of MySQL server schema  
where data are located (example: *jdbc:mysql://localhost/bachelors*)

**mysqlUser** User at MySQL server (example: *root*)

**mysqlPass** Pasword of the user MySQL user (example: *password*)

**redisUri** Full URL of Redis server (example: *localhost*)

**redisPort** Optional port of the Redis server (example: *1467*)

**redisPass** Password to the Redis server (example: *password*)

**server** Jetty web server configuration

**applicationConnectors** Protocol and port on which the application  
listens (example: *HTTP* and *8092*)

**adminConnectors** Protocol and port on which the server statistics  
are available (example: *HTTP* and *8093*)

## D.6 Running the Server

To start the server simply run the compiled JAR files with argument *server*  
and path to the configuration file. For example:

*java -jar ConnectionServer.jar server config.yml*



# APPENDIX E

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## Contents of Enclosed SD Card

```
readme.txt ..... the file with SD card contents description
└── documentation ..... the directory of documentation
    └── server ..... the directory of the server
        ├── BachelorsPrototype ..... the directory of server source codes
        └── executables .... the directory with executables and configuration files
    └── thesis ..... the directory of the thesis
        ├── latex ..... the directory of LATEX source codes of the thesis
        └── thesis.pdf ..... the thesis text in PDF format
```