Cloudflare’s Website reads, “Cloudflare is on a mission to help build a better internet”. Using edge network, Cloudflare provides users an opportunity to help make sites, apps, and blogs more safe and performant. One of these ways is through Cloudflare Workers. Co-founder and CDO has said, “Cloudflare Workers has changed the way we build our apps. We don’t have to think about regions, we just deploy code and it runs seamlessly around the world.” Well, what about video game development? This is where our new initiative, Cloudflare Workers for Gaming comes in: an innovative way for game developers to create new products and for gamers to have a safer internet gaming experience.

When researching video game development, a lot of negativity in game development production was having a dead-line and not having enough time. While deadlines will continue to exist, Cloudflare Workers for Gaming would allow game developers to deploy their code in Cloudflare data centers and run it within milliseconds, possibly allowing for a more efficient process including reduced latency. Game developers will spend less time running code and managing and accessing servers, with more time to develop an awesome game, running code on Cloudflare’s edge. Another common challenge amongst developers is cross-platform experiences. Cloudflare Workers for Gaming would help because with an increased production efficiency, reduced latency, and serverless access to the internet, more people from across the world could be contributing to a project rather than only people in one area with access to the same server.

We will need to continue researching what game developers need to write efficient code and what they need to make their production process run smoothly on top of serverless computing. This might include being mindful of the languages most game developers code in. Cloudflare Workers allows for coding in JS, Rust, C and C++, but Cloudflare Workers for Gaming could possibly be more geared towards C++, Java, HTML5, CSS3, JS, or Unity amongst others common in developers. Another possible addition or change to Cloudflare Workers that would be useful for Cloudflare Workers for Gaming is a new or extended API geared towards gaming or even a new game development engine by Cloudflare. I assume both of these would attract our market because they are used readily by game developers today and could improve the quality of Cloudflare Workers for Gaming before it is released.

While this is a promising innovation for game developers, there are some risks that could possibly lead to failure that can’t be ignored. These include the fact that edge computing requires more local hardware and can increase attack vectors. Another risk is that a lot of game developers aren’t developing web games. 53% of games are developed for PC and MAC, but the remaining is distributed among other consoles like PS4/Pro. Still, a large number of the games not developed as web games still use the internet or have an online mode and are then vulnerable to attacks. However, Cloudflare prides itself on making a more secure internet, and does help prevent and protect internet users from these attacks, which is extremely beneficial to the large number of people who play and develop online video games. Getting our product, Cloudflare Workers for Gaming, out as soon as possible will inform us of other potential risks and encourage us to make improvements. We can measure the success of Cloudflare Workers for Gaming by how many people use our product, and potentially asking our customers to rate how much Cloudflare Workers for Gaming has allowed them to have a safer, easier, faster, experience in developing games, as that is our goal after all.