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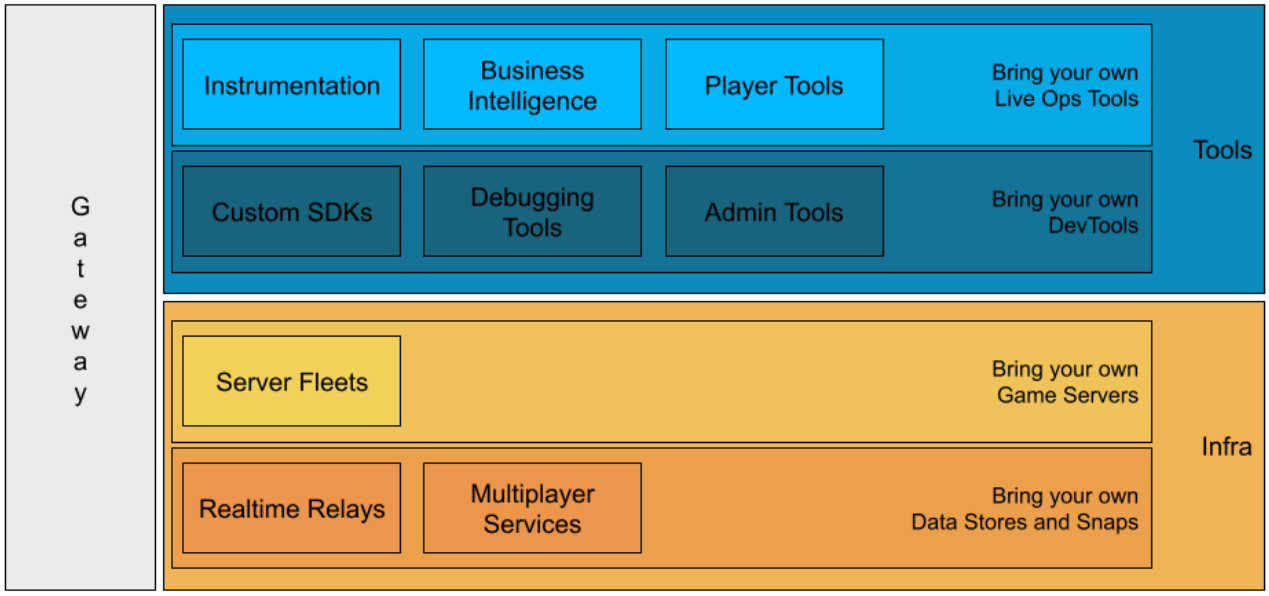
Snapser Concepts

Snapser consolidates several essential features for backend game services into one unified platform, providing game studios through encapsulated building blocks known as Snapends, environments for the development pipelines, customization and scalability options, as well as comprehensive management and accessibility functionalities.

Empowerment: Snapser empowers game studios to create fully customizable backends effortlessly, catering to games of any genre. It serves as a comprehensive solution for backend needs, offering unparalleled ease and efficiency.

Modular: Snapser operates on a modular approach, where developers can select and integrate specific components, termed as "building blocks," tailored to their game's requirements. This flexibility allows for the creation of custom backends by choosing only the necessary components from the Snapser marketplace.

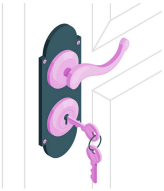


Modular components of Snapser.

Snapend: A Snapend is a customized encapsulation of selected building blocks, forming a tailored backend solution for a game. Developers can seamlessly integrate their own code into the Snapend framework.

Development Pipeline: Snapser provides a robust development pipeline for managing game environments, including Development, Staging, and Production. Multiple Snapends can be created for Development and Staging environments, facilitating iterative testing and deployment processes.

Customization and Scalability: Game studios can bring their own code, data plane, and servers to Snapser, allowing for extensive customization. Additionally, Snapser offers scalability, with the ability to add new components or update existing Snapends as game requirements evolve.



Management and Accessibility: Snapser is a fully managed solution, with DevOps managing the backend infrastructure. It offers an enterprise plan for studios seeking complete control over their Snapser deployment. Moreover, Snapser is designed to be accessible to the entire game studio, with persona-based UX and tools catering to different roles within the organization.

Primary Functions of Snapser

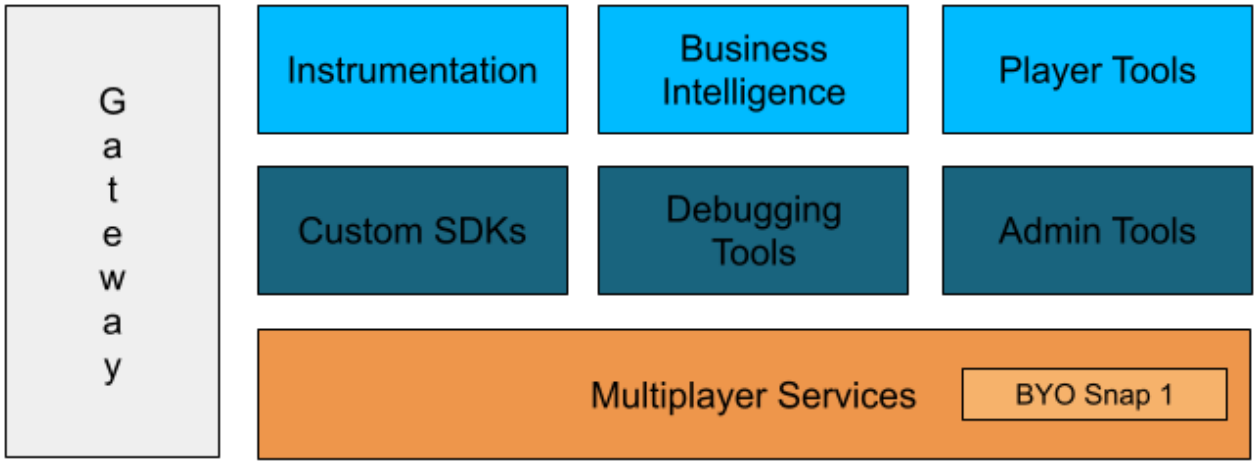
Snapser offers a comprehensive suite of features that caters to every game's needs regardless of size or platform, with modular Snapends simplifying backend development, multiple Snapend management, and DevOps support, alongside tailored pricing plans for greater backend control and deployment flexibility, ensuring accessibility across the entire game studio.

- Core features of Snapser: Features and services offered by Snapser, such as multiplayer services, relay services, matchmaking solutions, server fleets, multi-region support, infrastructure monitoring, logging, SDK generation, and built-in tools like API Explorers, administration, and business intelligence tools have been carefully crafted and designed to fit every game’s need regardless of its size or platform.
- Building Custom Backends (Snapends): The process of building custom backends shouldn’t have to reinvent the wheel with each game. Using Snapser’s modular approach, Snapends, studios can select and integrate only the necessary components for their games.
- Managing Snapends: Snapser allows you to create and manage multiple Snapends per game by managing development pipelines, and bringing custom code and servers to Snapser.
- Snapser as a Managed Solution: Snapser is a fully managed solution, offering DevOps support for managing backends.
- Enterprise Plan and Cloud Deployment: Snapser offers pricing plans tailored to users seeking greater control over their backends, including deployment on cloud providers beyond AWS.

- Accessibility Across the Studio: Snapser is designed to be used by the entire game studio, not just the engineering team, with special tools and user experiences tailored to different roles.

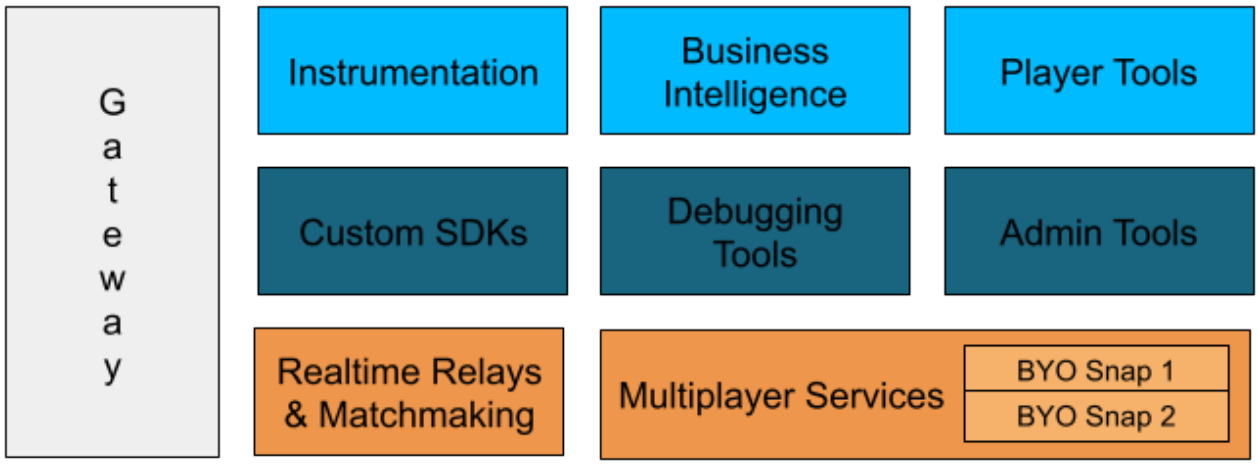
Build a Custom Backend Using Snapends

In Snapser's architecture, developers utilize a modular approach, selecting and integrating specific components tailored to their game's needs. For instance, for an asynchronous multiplayer game, developers can choose functionalities like authentication, analytics, storage, and leaderboards from the Snapser Marketplace. Furthermore, they can incorporate custom features, microservices, or macroservices developed internally through the Snapser portal, enabling a customizable backend solution by seamlessly integrating desired components.
The following image illustrates an asynchronous multiplayer game with authentication, analytics, storage, and a leaderboard, supplemented by a custom feature engineered by the game's developers.



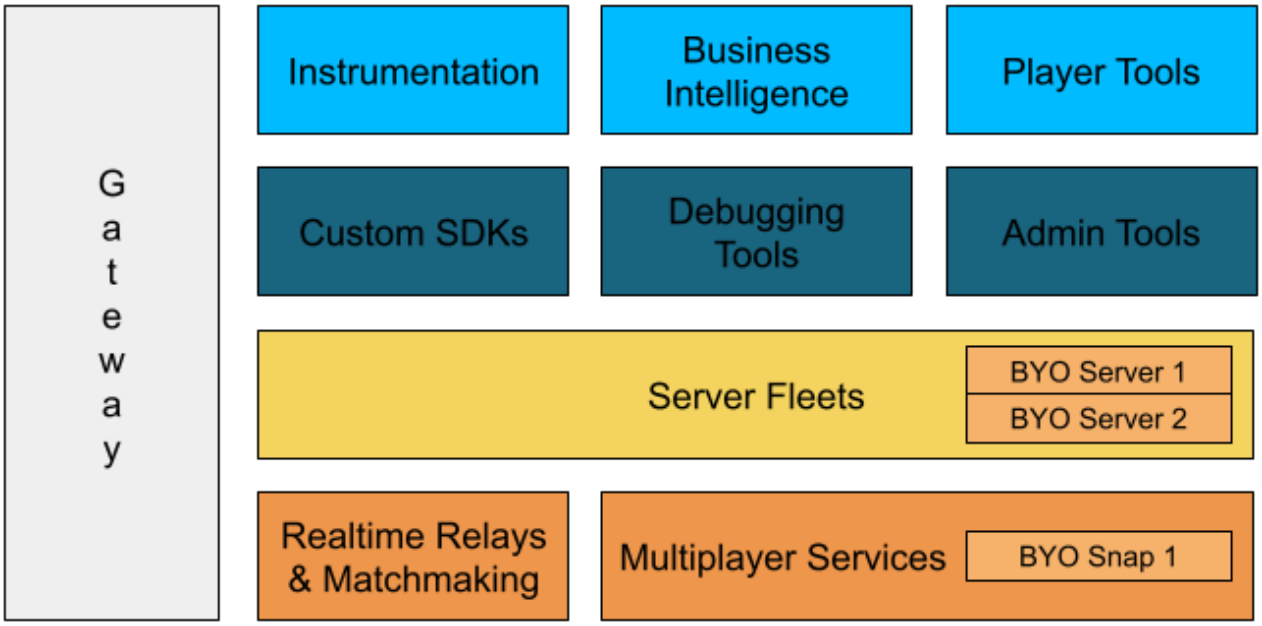
Game A: asynchronous multiplayer example.

As the game grows, you decide to introduce a real-time multiplayer feature to your game. You can update your existing Snapend, incorporating everything from the previous step along with the real-time relay snaps. Consequently, you will have a new customized Snapend capable of supporting both asynchronous and real-time multiplayer features.



Game A: asynchronous multiplayer example with real-time feature.

Some time later, you opt to launch a new game, significantly more ambitious in scope. This project necessitates multiplayer functionalities, a real-time relay, and authoritative servers. You can proceed to establish your own Snapend encompassing multiplayer services, a real-time relay, and a server fleet to meet these requirements.



Game B: Authoritative, real-time, and multiplayer example.

FAQ

- **What can I bring over to Snapser?**
  - Snapser enables game studios to integrate their own components, including code, data planes, lambdas, and game servers. Further customizations are in development, and we invite you to explore our roadmap.
- **Is Snapser a managed solution?**
  - Yes. Snapser is a fully managed solution, where our DevOps team handles the management of your Snapser backends as part of the platform fee you pay.
- **What if I am successful and want to run my show?**
  - For those seeking extensive control, the Snapser enterprise plan suits your needs. Upon subscribing, we deploy your personalized Snapser instance on AWS, granting you full autonomy over its management. You continue to benefit from our over-the-air software updates. Additionally, you have the option to run your own DevOps operations or enlist our assistance.
- **Is Snapser only for the Engineering team?**
  - While engineering will predominantly utilize Snapser, the platform is tailored for the entire game studio, offering specialized tools and UX for each persona. Users can grant access to colleagues and associate their persona with their accounts, ensuring they have access to the appropriate tools and UX for their role. Persona-based UX is included in the Premium Pro plan or available as an add-on for other tiers.
- **How do I get started?**
  - Refer to our Quick Start guide to swiftly deploy a backend, also known as Snapend, in just minutes.