

Scalability

- ❑ **Multiple WS servers (I recommend many smaller servers) can be put in a target group without problem.**
- ❑ **If the clients need to be able to communicate between themselves (chat application) in near-real time, a Redis server proxying messages between the server nodes can be very helpful. ReactPHP Redis client: <https://github.com/nrk/predis-async>**

Links

- ❑ Ratchet: socketo.me
- ❑ github.com/johncurt/websocket-presentation
- ❑ github.com/johncurt/async-mysql
- ❑ Testing a server: <https://artillery.io/>