amazon
webservices

Amazon GameLift
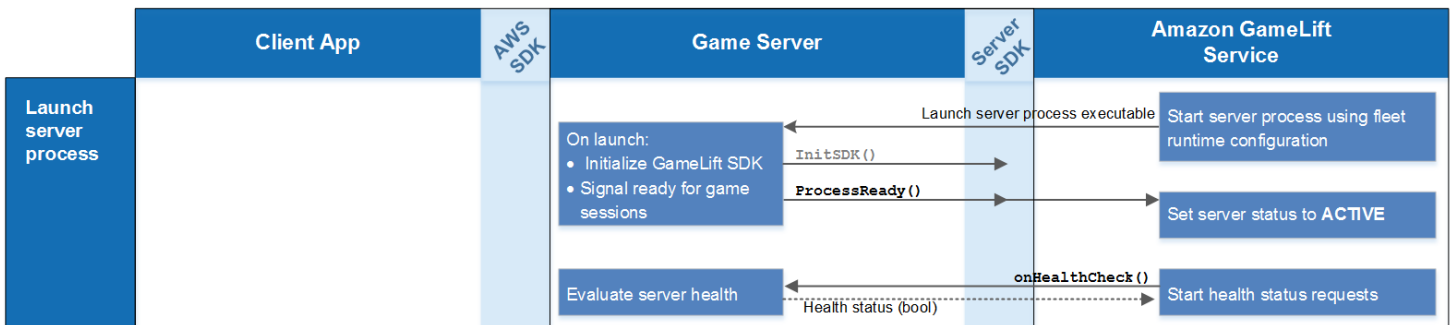
Technical Overview

Amazon GameLift	Technical Overview	Pricing	Getting Started	FAQ	Blog

You can use Amazon GameLift to create new Game Sessions, add players to Game Sessions, and manage the lifecycles of Game Sessions. For a definition of the terms used in this overview and detailed documentation, please refer to Amazon GameLift Developer Guide.
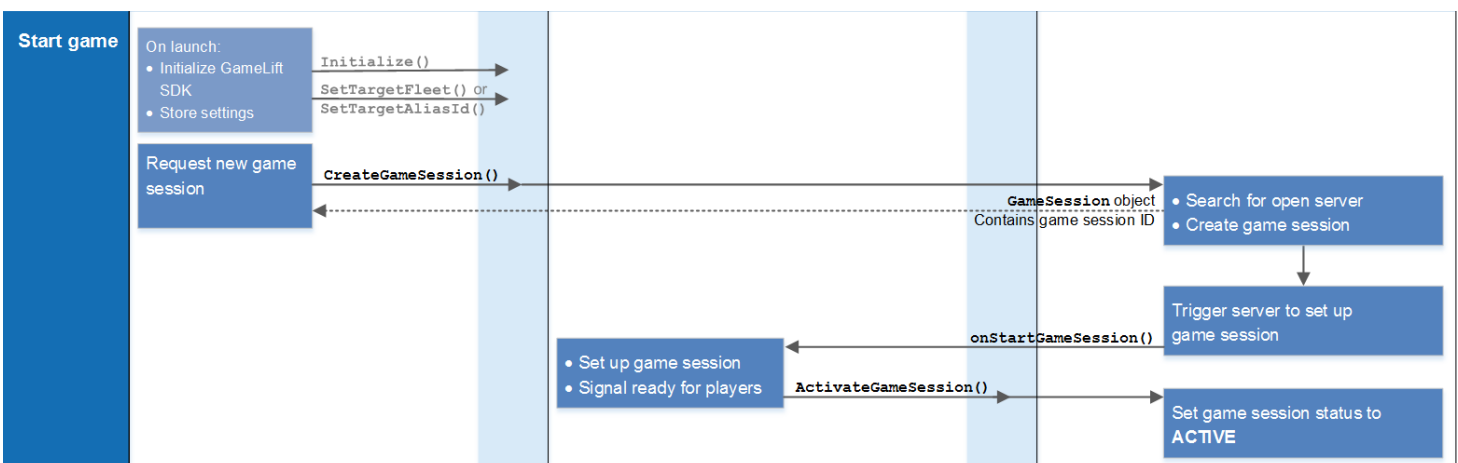
1. Launch Game Server

When Amazon GameLift starts a new instance, it also starts one or more Game Servers. Each Game Server initializes using your custom command line parameters. Once a Game Server is active, Amazon GameLift regularly monitors its health.
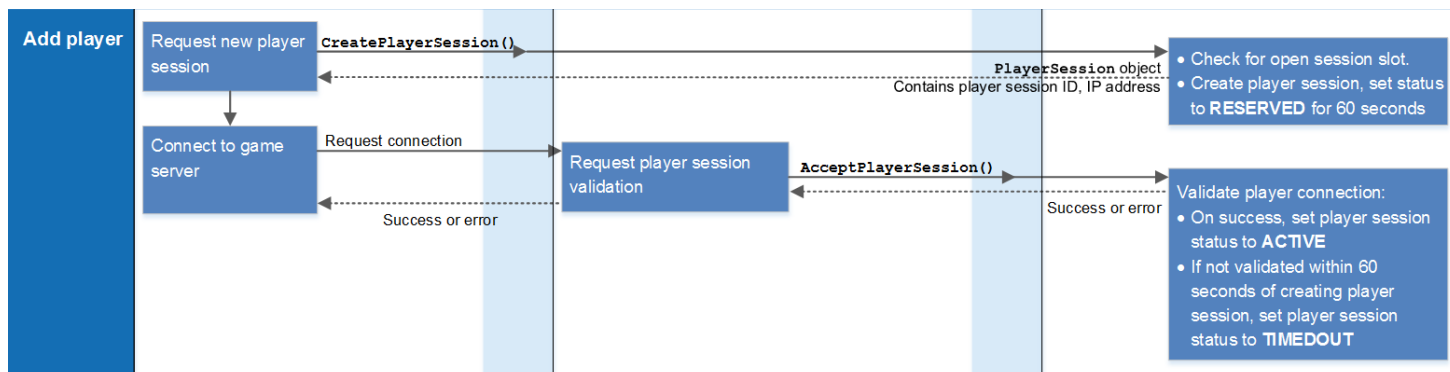

2. Start Game Session

To start a new Game Session, your Game Client or Auxiliary Game Service asks Amazon GameLift to create a new Game Session. Amazon GameLift locates an available Game Server and associates it with a new Game Session. During this process, you have the opportunity to pass configuration information such as the game map or multiplayer mode to use.
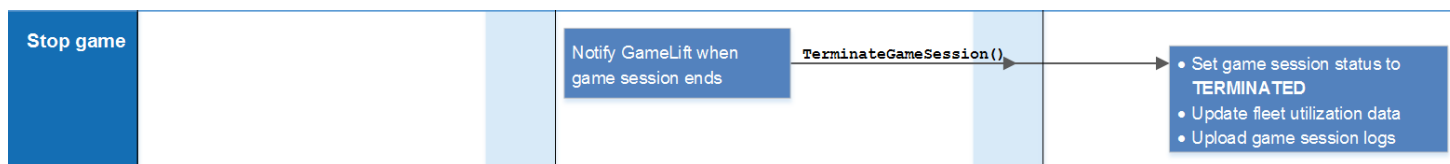

3. Add Player Session

To add a new player to a Game Session, your Game Client or Auxiliary Game Service asks Amazon GameLift to create a new Player Session and add that Player Session to the Game Session. Amazon GameLift returns an IP address and port number for the Game Server associated with the Game Session. From this point forward, the Game Client directly communicates with the Game Server without going through Amazon GameLift. When the Game Client contacts your Game Server to attempt to join the Game Session, your Game Server validates with Amazon GameLift that the player is authorized for the Game Session.
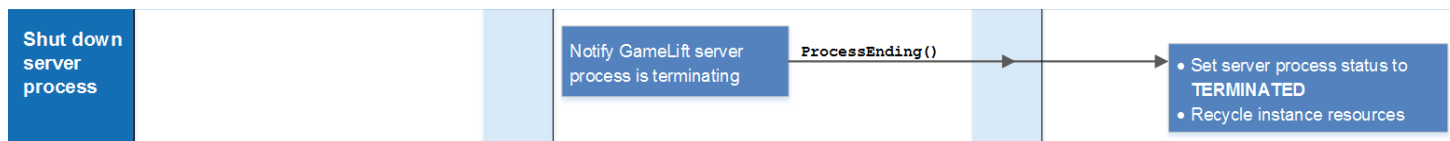

4. Stop Game Session

When the Game Session is over, your Game Server tells Amazon GameLift to terminate the Game Session.

5. Shut Down Game Server

Finally, your Game Server notifies Amazon GameLift that the Game Server is shutting down.

Get Started with Amazon GameLift

Amazon GameLift offers a step-by-step Amazon GameLift Developer Guide, an Amazon GameLift API Reference Guide, and Amazon GameLift SDKs. You can also see for yourself how easy it is to test Amazon GameLift using our sample game.

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