

Azure Mobile App

How-to create a backend on cloud for your game

Jessica Tibaldi

Technical Evangelist Azure

🐦 @_jetiba

✉️ jetiba@microsoft.com

#TecHeroes loves GameDev Tour



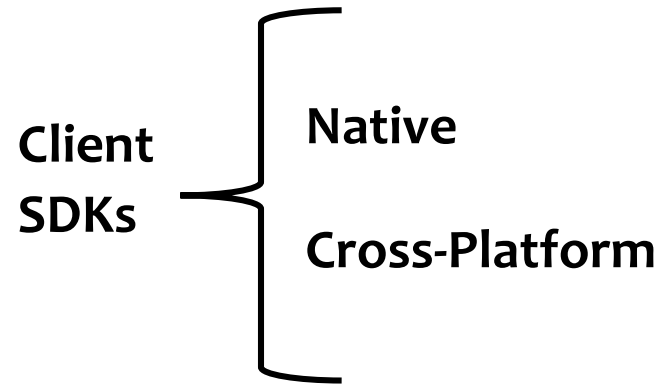
Agenda

- Overview
- Server Side Features
- .NET backend
- Push Notifications
- Authentication
- Offline Sync



Mobile SDKs

Gateway to backend capabilities
Data / Notifications / Auth



**.NET and node.js
back-ends available**

**Native
SDKs**

Android

iOS

Windows

**Cross-plat
SDKs**

Cordova/PhoneGap

Xamarin

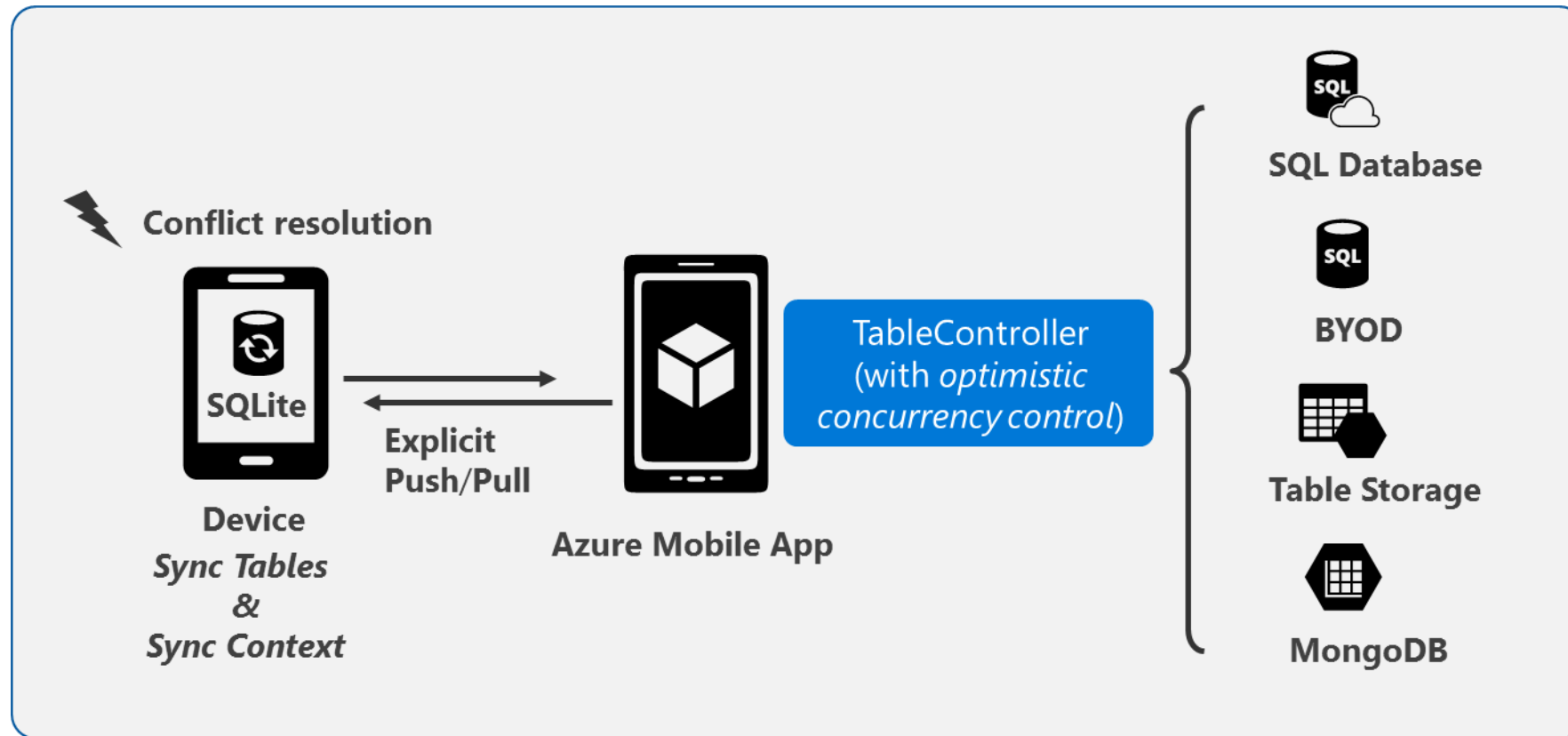
Sencha

Titanium

HTML5/JS



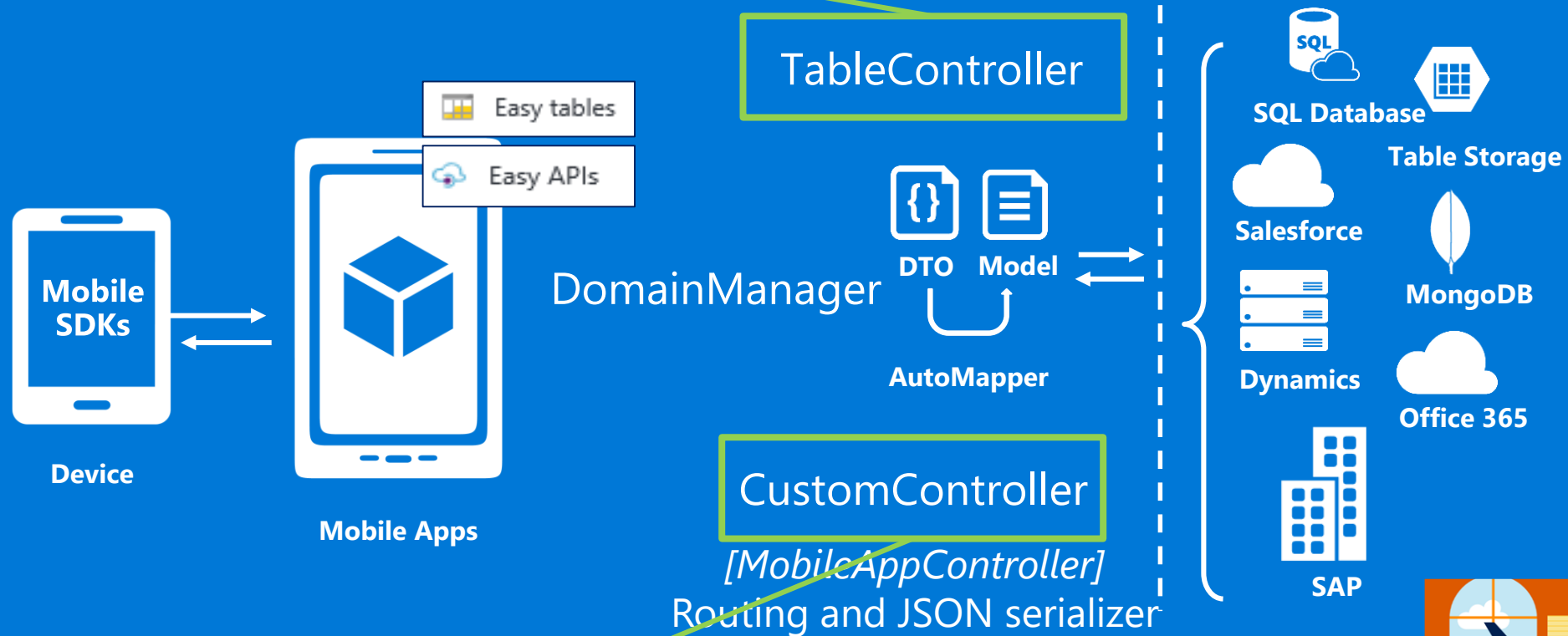
Offline Synchronization



Data Connections

On-prem or
Cloud
connections

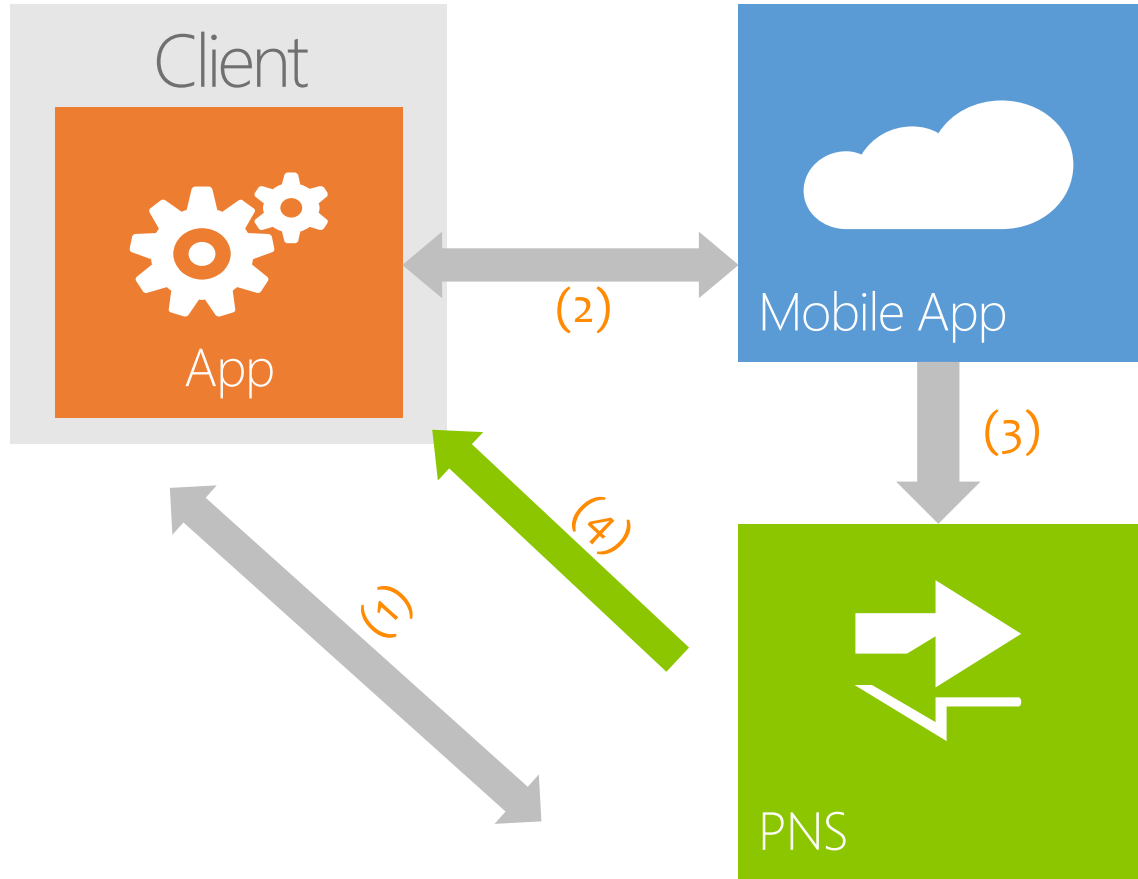
Base Endpoint: <https://MobileApp.azure-mobile.net/tables/controller>
HTTP Method: GET, POST, PATCH, DELETE



Base Endpoint: <https://MobileApp.azure-mobile.net/api/controller>
HTTP Method: GET, POST, PATCH, DELETE



Push Notification



1. Register for push notifications with PNS
2. Send your identifier to Mobile App
3. Send push from server scripts
4. PNS delivers notification to device



DEMO

#TecHeroes loves GameDev Tour



Questions...?

#TecHeroes loves GameDev Tour



Slides and Labs

<http://aka.ms/jtgamedev>

#TecHeroes loves GameDev Tour



Thank you 😊

#TecHeroes loves GameDev Tour

