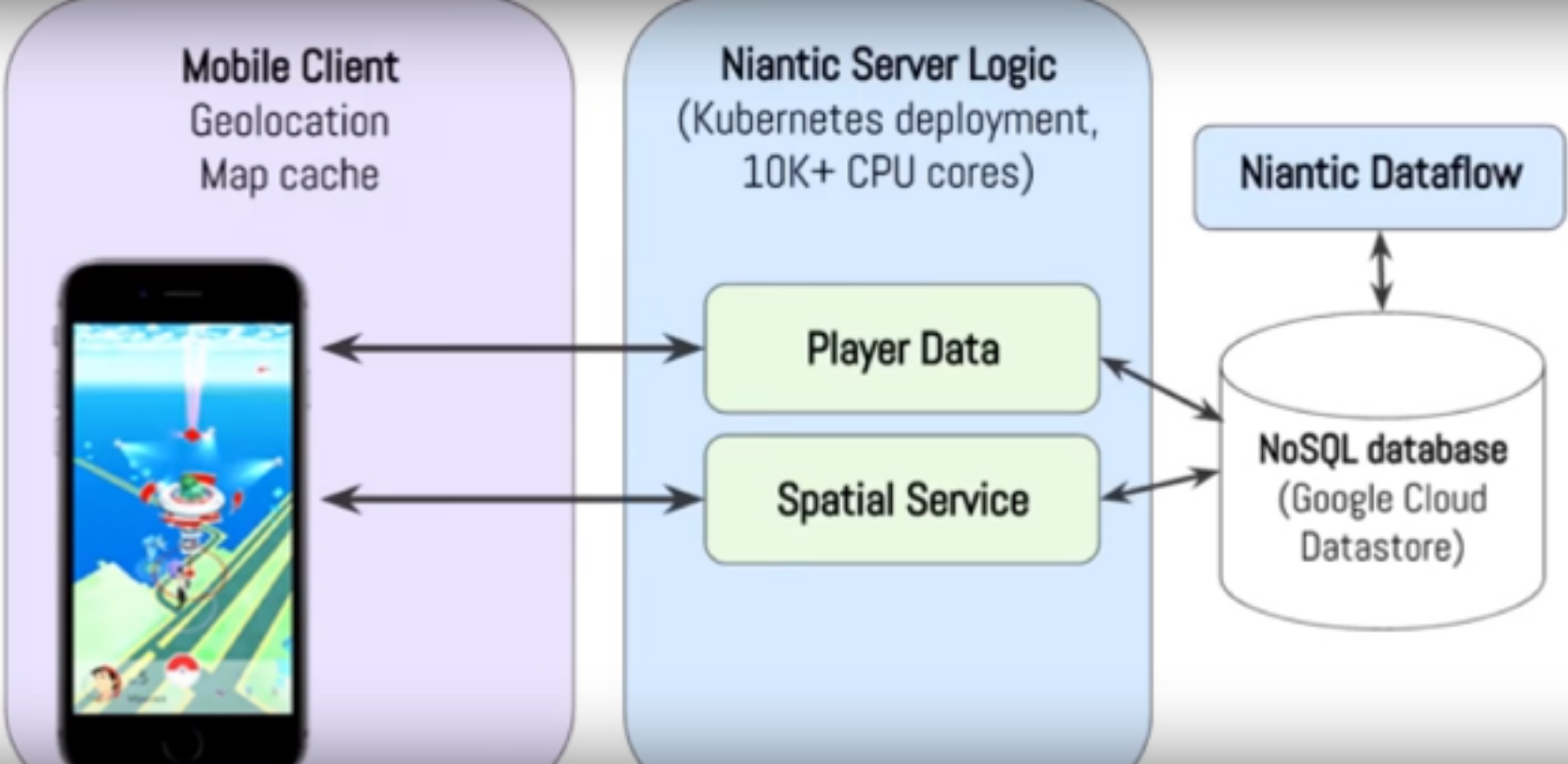
Niantic Labs and Datastore

- Consistent state across all players.

- Scalable, real time mutations of game/player state

- Game map updates via data flow and Datastore

- Players are never stationary


Mobile Client
Geolocation
Map cache
Niantic Server Logic
(Kubernetes deployment,
10K+ CPU cores)
Niantic Dataflow
Player Data
Spatial Service
NoSQL database
(Google Cloud
Datastore)

Cloud Datastore Transactions Per Second

1X
Target Traffic

5X
Worst Case Estimate

50X
Actual Traffic