intro.org

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2 Introduction

It seems like more and more these days, people rely on remote services and application which store data or even entire business logic on a server, while

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[1] http://www.wiki.vg/Main$_{Page}$

providing only a thin client for the user to interact with. That puts a lot of responsibility on the creators of such applications to create a quality service with high availability that can be trusted to work correctly.

In my thesis I try to capture my hands on experience with writing one such server using very modern techniques and tools in order to create architecture, that is easy to reason about, maintain and extend. I will be implementing a subset of business logic for Minecraft game, which should be demanding enough to prove the points I'm making further in the paper.