5. Database Structure

● In the case of 10mil MAU where each player’s game data needs to be saved on

the server-side, how would you go about structuring the backend and database

for speed and stability? Please explain.

I would keep track of the number of times players have spin the wheel each time and the summarized result of the spin. We can sort players simply with the life-time spin or the % of a certain reward and make adjustments accordingly.

If we make changes on the backend, like changing the % drop chance or items etc, I would also make a separate sheet each time and define each version differently like version 1.0.0 or 1.0.1.

Even with 10 millions players, sorting should still be easy, and cheating players should not be too hard to catch. Say, if a player who has made an account for only ten days is able to make 1000 life-time spins while the average players is around 10 spin in ten days and paid players able to do 20-30 days because of in-game purchase,(Oh of course we also assume the 1000 spin player does not make any in-game purchase), then we will know there’s something wrong.