

Card Games Onboarding

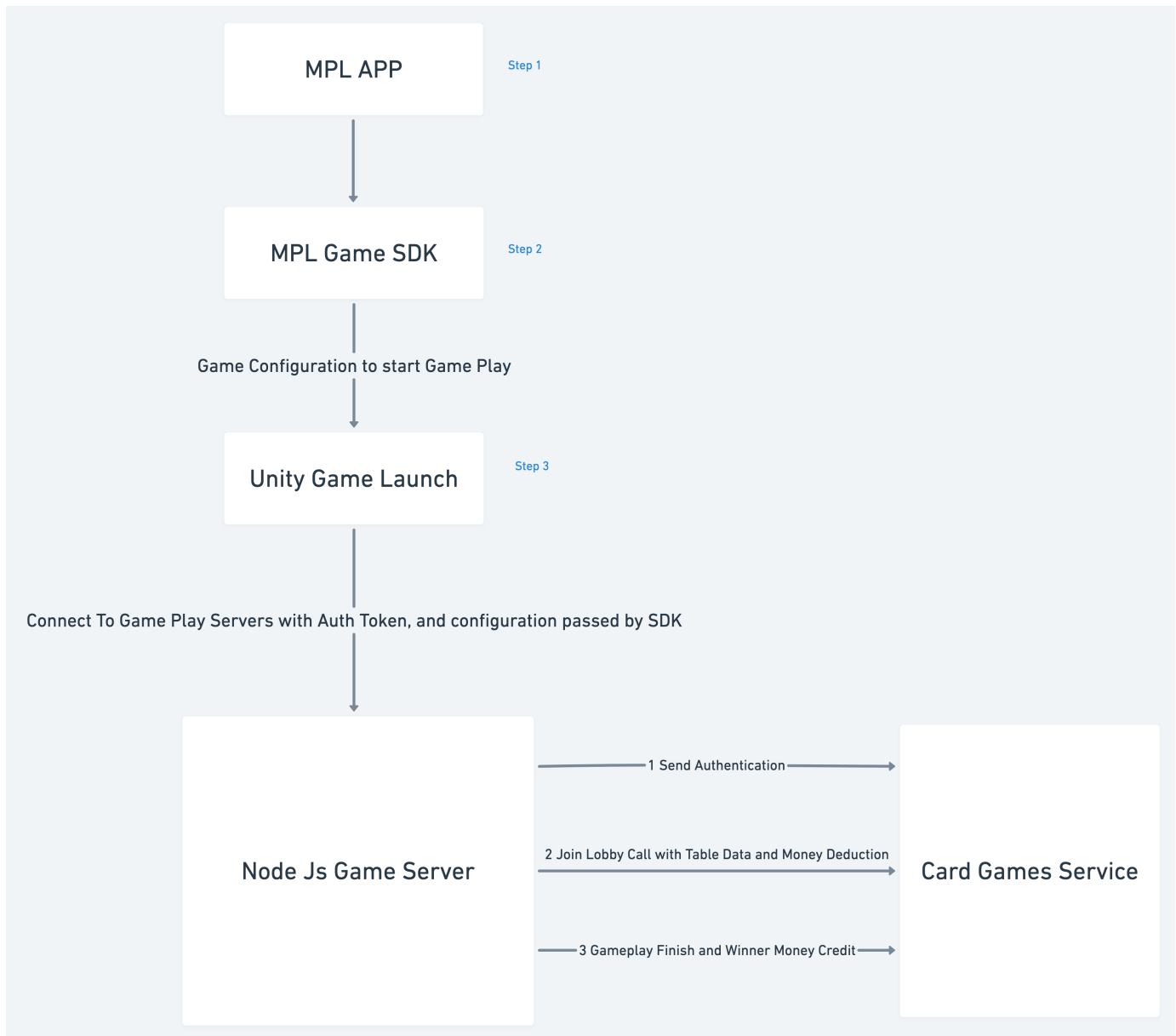
Scope

This document is the guide for onboarding a card game onto the MPL Platform.

Tech Stack

Our MPL infrastructure is based on microservice architecture. All communication happens in GRPC as the communication protocol for same.

Game Play Life Cycle



MPL Game SDK

This SDK based on Unity will be used to fetch configuration in the app and pass it to Unity. For all instrumentation that can be used by the product to monitor and analyse metrics for gameplay. This will be provided by MPL as dll files to our third-party developers. All configurations, auth tokens for the gameplay will be passed to unity by calling this SDK.

Card Games Service

This service will be utilised as a base to connect to MPL infra. Authentication of users, all gameplay related records, debit for gameplay start and credit of winning money will go through this server. At the time of integration, a proto file, service IP and service port will be shared for same.