Advanced Topics in Distributed Systems

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Massively Multiplayer Online Games (MMOG)
Based on MMOG papers in Reading List

Outline

- MR04
  - P2P Architecture and Protocol for MMOG
- DTH+05
  - Enabling MMOG Applications on a P2P Architecture
MR04: MMOG client-server Architecture

Figure 1. Possible MMOG Server Model

MR04: MMOG P2P Architecture

Instance of a P2P Architecture
DTH+05: Introduction

• Combine spatial data management and agent-oriented programming
• Use dynamic optimization and factor in delay and bitrate requirements
• Region-based approach to find nearby entities to connect to (spatial data management)
DTH+05: OPeN Application Dev Framework

DTH+05: Game Communication Architecture