

# Cloud Solution for Casual Browser Gaming

A premium cloud solution to deliver engaging casual browser gaming experience.





## Introduction

Casual browser games are played entirely within a web browser instead of a console or any other device. These games are for individuals who wish to indulge in gaming at leisure and include the likes of Farmville and Miniclip.

## Background

In terms of usability, it is important for a casual browser game interface to not distract from the game itself to drive engagement. These games should be free from any lag, as that tends to ruin a player's sense of commitment. Other issues may include feedback mechanisms that have to be facilitated using soft notifications and functionality of a player's movements.

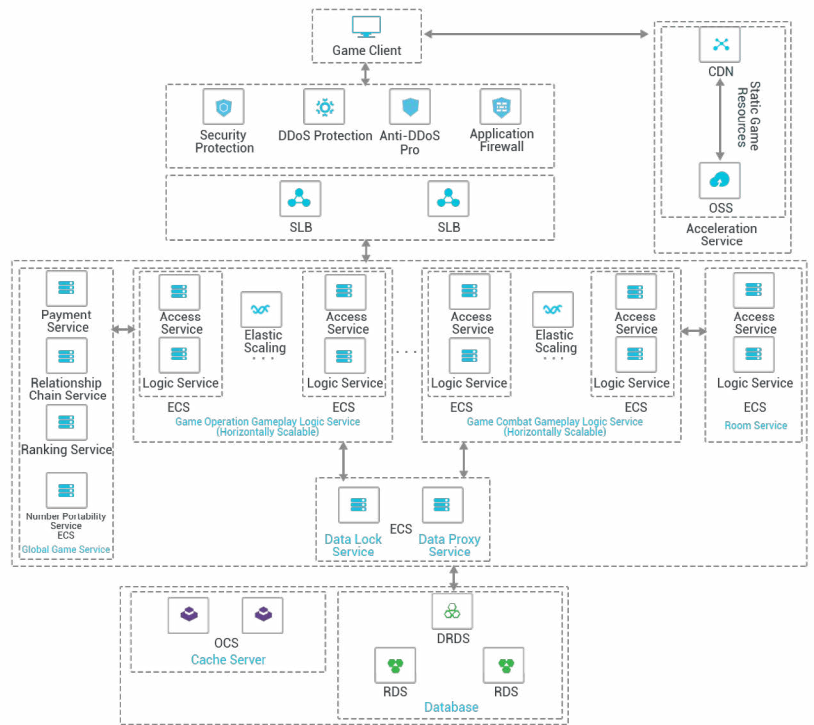
## Highlights

-  Multi-level architecture
-  Specialized global distribution
-  Expert load balancing
-  Additional layers of game security

## Benefits

- ✓ Engaging gaming experience across all browser platforms
- ✓ Hundreds of edge locations covering China and other global regions
- ✓ Increased architecture elasticity to accommodate traffic fluctuations
- ✓ Higher read/write concurrency

## Recommended Solution Architecture



The architecture diagram illustrates the recommended casual browser gaming solution on the cloud.

1. The server architecture for most traditional browser games uses a two-layer design with a logic and database layer. The simplest deployment model would be a game service composed of one ECS plus one RDS instance.
2. CDN and OSS build an enhanced distribution service, which helps with acceleration of static browser game content, such as textures, UIs, audio, and special effects. CDN nodes are available at hundreds of locations covering China and other global regions.
3. Server designs can create a typical three-level architecture, including an access, logic, and data layer. SLB can perform load balancing for each layer, preventing service unavailability caused by a single-point-of-failure.
4. ECS provides on-demand provisioning of resources with credible defenses through anti-DDoS to provide exemplary multi-level game security.
5. DRDS and RDS offered by ApsaraDB for RDS helps build a distributed database that supports high read/write concurrency.

Alibaba Cloud's casual browser game solution offers advanced server deployment.