Recommended Solution Architecture

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.