

Game Security on Cloud

A secure, highly available infrastructure on the cloud for enriched MMO Games

Introduction

As online gaming gains more traction, security threats are becoming a serious challenge for most gaming organizations. A minor security loophole may result in customers disappearing overnight. Game players, themselves, might breakthrough weak safeguards in most games but with meticulous planning and eternal vigilance, a gaming organization can avoid becoming a casualty of the online revolution.

Background

Massively multiuser online games (MMOG) are continuous entertainment for end-users, while for game creators they are a source of constant income. Simply put, an MMO game is a business enterprise in itself. These games and associated services (distribution platforms, specifically) have certain common traits with online banking/payment, social networks and other web services and face similar challenges. Reliability of hardware and software under the high load conditions, cyber-attacks and the security of personal and payment data are major ones.

The priorities revolve around enhanced user experience and user satisfaction level which could be significantly impacted due to incident and security failures. DDoS-attacks are also a recurring problem for MMOGs as well as game distribution platforms and networks.

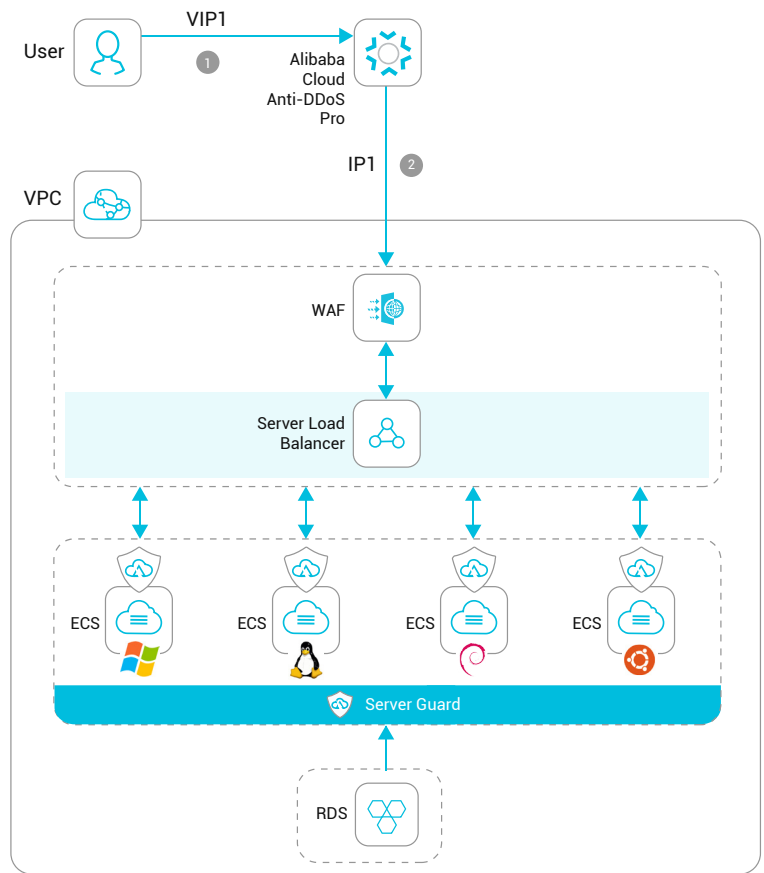
Highlights

-  High Security
-  Protection from Anti-DDoS attacks

Benefits

- ✓ DDoS attack prevention for massive DDoS attacks
- ✓ Provides isolated cloud network to operate resources in a secure environment
- ✓ Protects website data and keeps it available at all times

Recommended Solution Architecture



Anti-DDoS Service is a cloud-based anti-DDoS service for massive DDoS attacks prevention with capability up to 300Gbps. VPC is a virtual private cloud service that provides an isolated cloud network for operating resources in a secure environment. WAF and Server Guard are cloud firewall services that protect core website data and keep the website secure and available at all times.