

Stop, Copy/Paste Networking & Innovate

How to innovate in Online Design
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Laaaaaaaaag







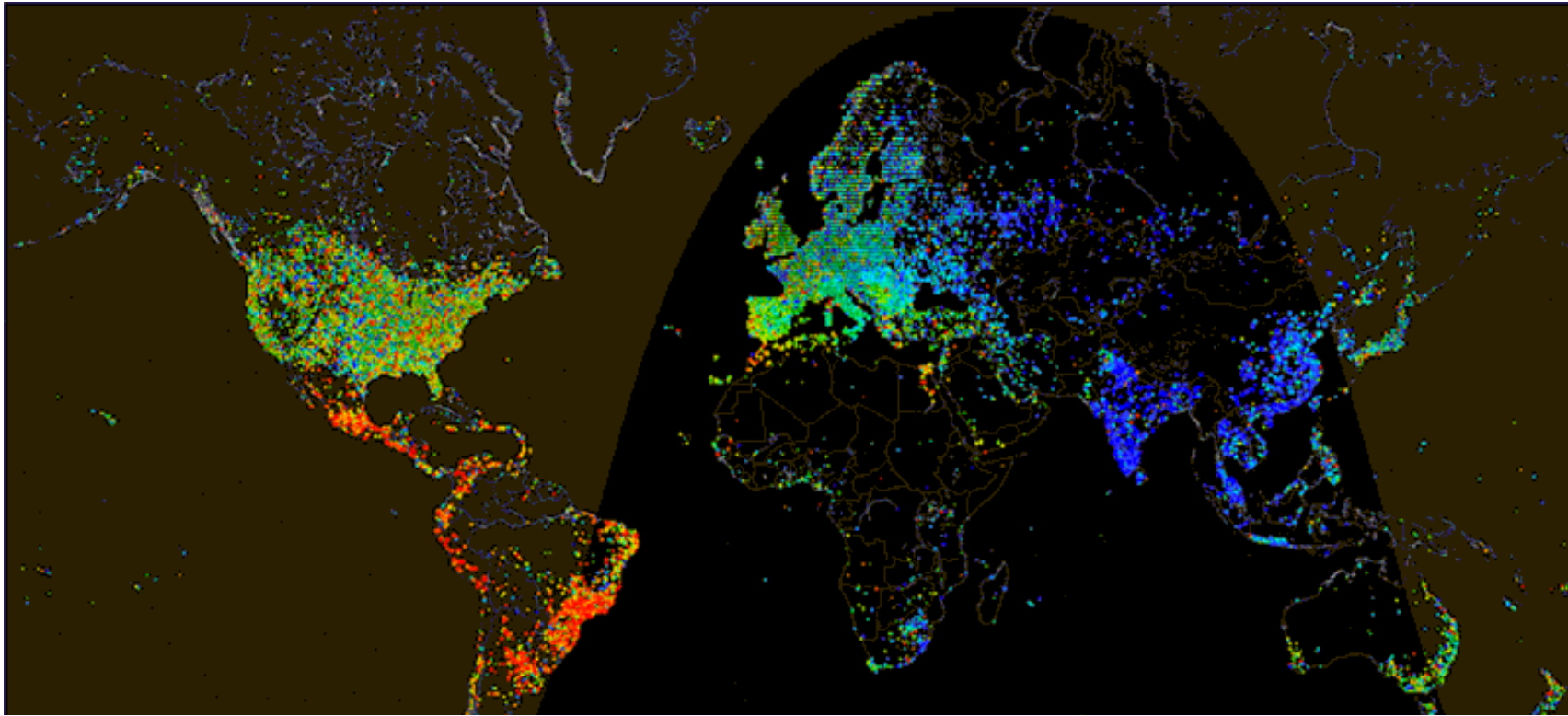
What we talking about





We aren't a multiplayer game





All games are online

Average
Relative IPv4 utilization observed using ICMP Ping requests
Source: Carna Botnet



The Biggest Problem?





Do you need it NOW!



Vivaldi security



100% Witcher
proof

Secure?





Knock knock... who's there





First 5 minutes



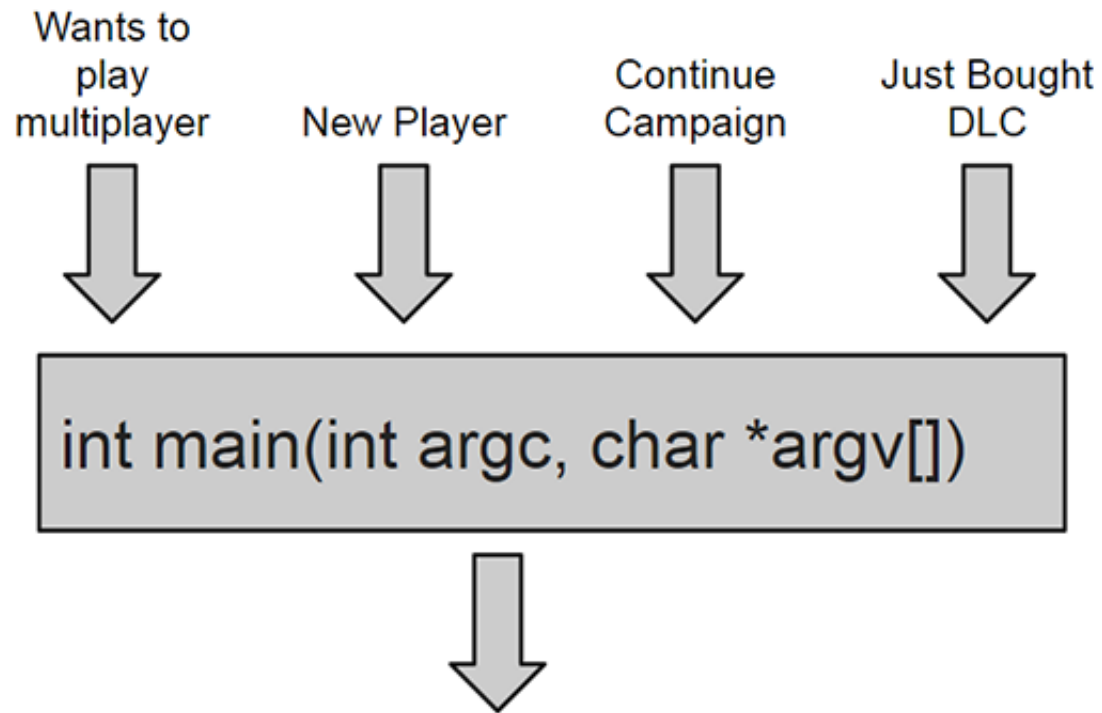


But it gets worse



Player centric data





One door doesn't fit all





Predict player Intent





It's not the 90s anymore



Servers and Services



$$(\textit{Speed} + \textit{Size} + \textit{NumPlayers}) * \textit{Consistency}$$

The Network Equation

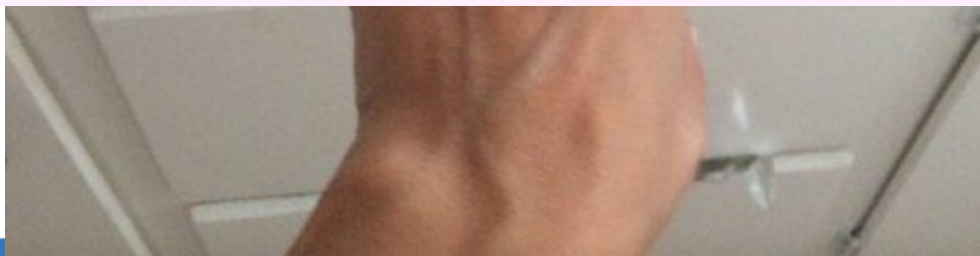


Cost Breakdown





Why so slow Mr Database?





SQL vs Key/Value





Plan Ahead



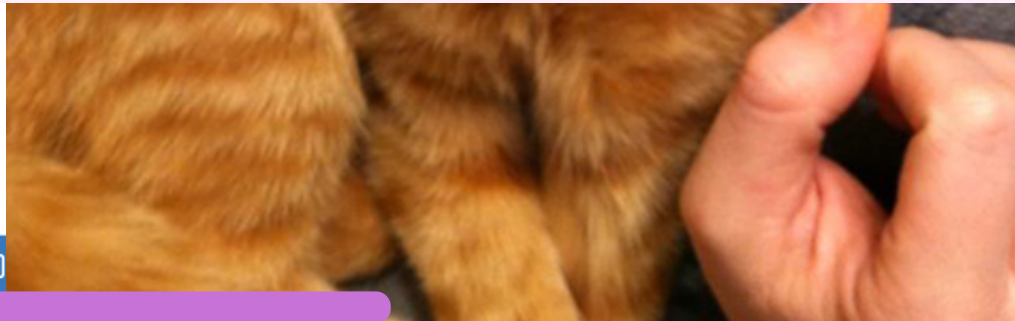


Servers are Great





Halfway





Who has planned a Wedding?





Matchmaking is HARD





Friends are fun





Parties and Groups





Chill





Context is all important



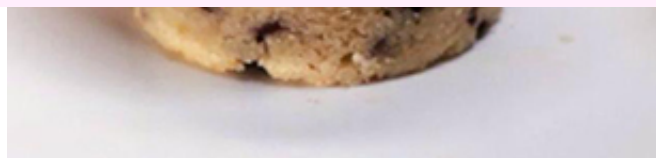


Why are my network programmers crying?





Servers are Awesome



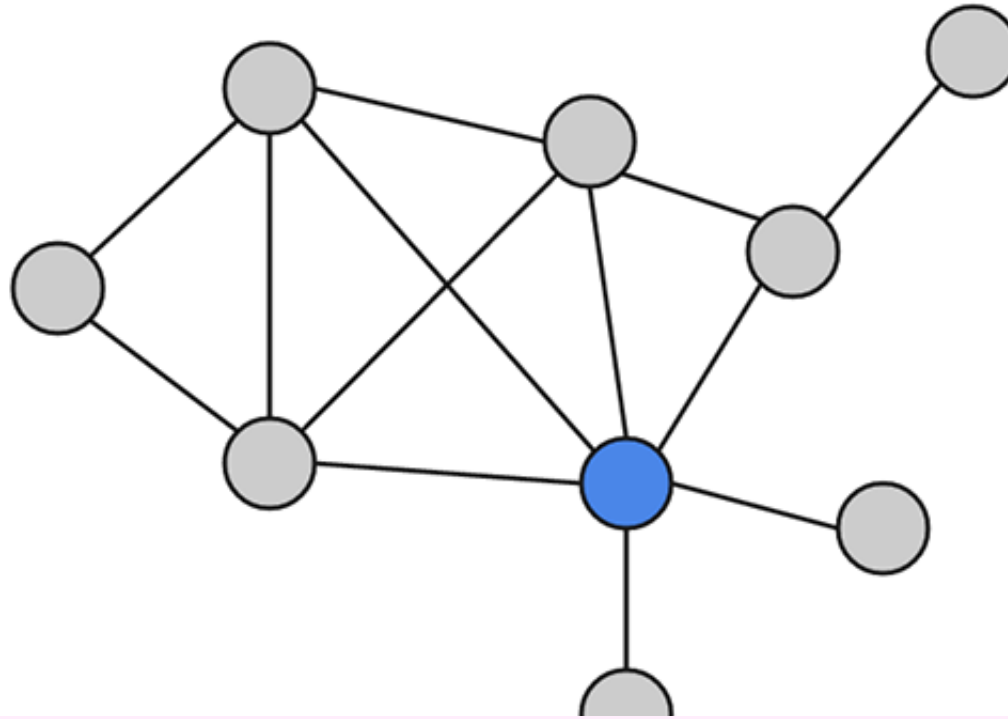
Mesh of Awesome





Though its a dream





Privilege in Networking





Good News everybody



Get the party started





WoW Battlegrounds





Burnout Paradise





Use Case: Arena

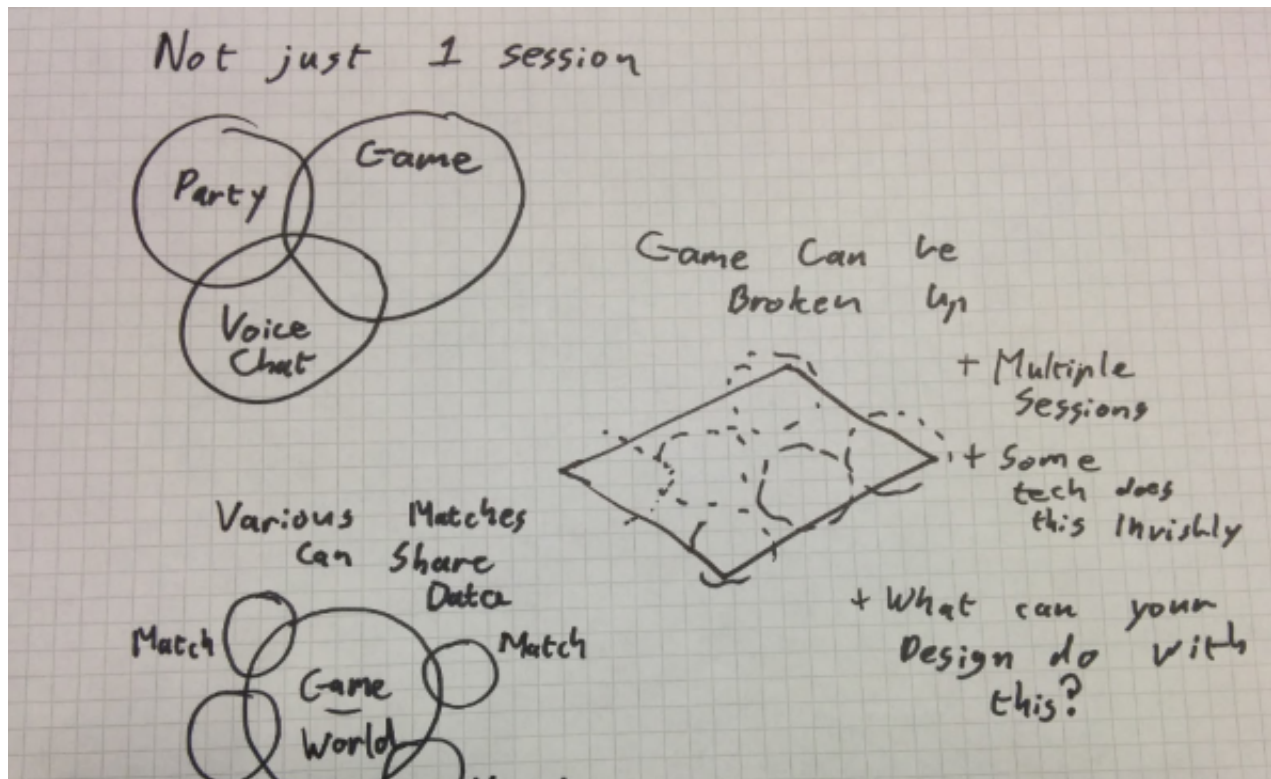


Thought Experiments



Talk to Experts





Splintered Sessions





Power of Calendar

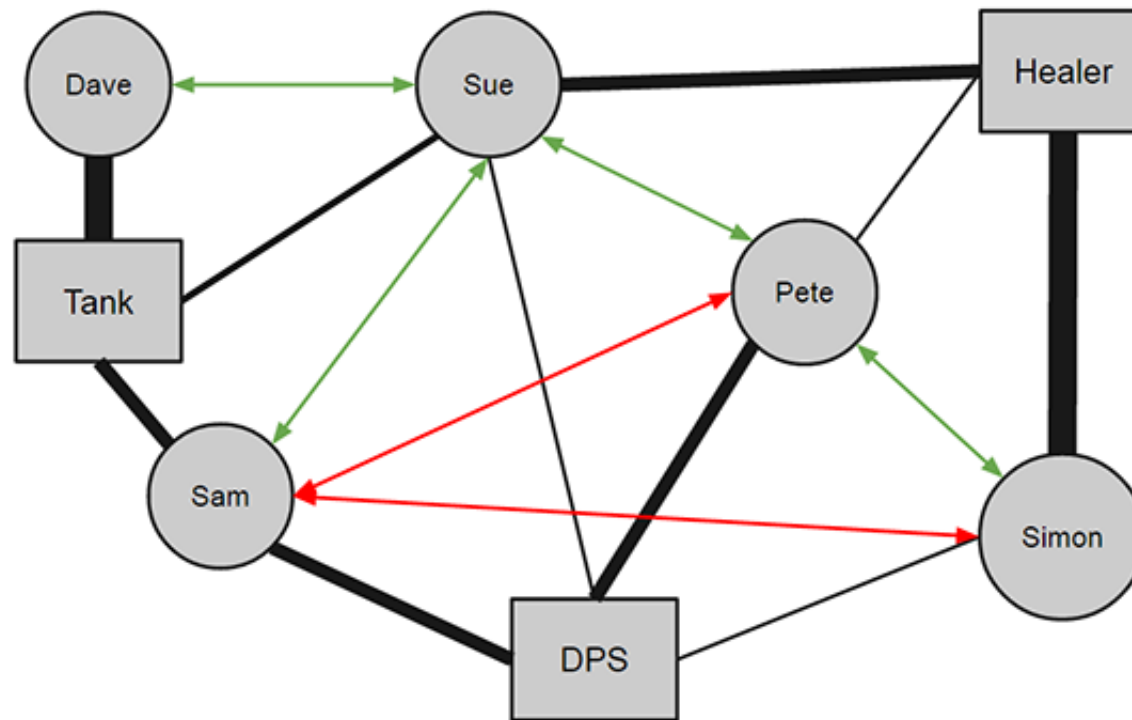


Alternative Communication



Relationships Matter





Relationships



Platform X



Free Stuff



Purple Rule



What can be done with 1mb



Person 2 Person



Bet you can't





Conclusion



Thank you

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