

# OFFICIAL GAME SERVERS AT SCALE

Kassidy Gerber

# Karl Bergström

Studio founded 2010 – 25 employees

## Battlerite & Bloodline Champions

- Ideal latency: 30-50 milliseconds
- Engine: Custom
- Game Server OS: Linux
- Peak Concurrent Players: 13,000



# Spencer Rose

Studio founded 2012 – 6  
employees

## Hurtworld

- Ideal latency: 20-200 milliseconds
- Engine: Unity 5.3
- Game Server OS: Linux
- Peak Concurrent Players: 15,000
- 50 official servers/2000 community hosted
- 160 Mb/sec total game traffic





# Steffen Higel

Studio founded 1996 – 350 employees

## TF2 - DOTA2 - CS:GO

- Ideal latency: 30-80 milliseconds
- Engine: Source/Source 2
- Game Server OS: Linux
- Peak Concurrent Players: 40,000-857,000
- 4000+ official servers – 20 locations
- 160 Gb/sec total game traffic



# Richard Lawrence

Studio founded 1999 – 500 employees

H1Z1 – DCUO – Planetside2 – Everquest

- Ideal latency: 100-250 milliseconds
- Engine: Custom/Forelight/Everquest
- Game Server OS: Windows except DCUO (linux)
- Thousands of official servers
- Four main worldwide data centers + AWS
- Tens of GB to a petabyte of traffic
- Peak concurrents: 100k +





# What are my options?

## Use a game service provider

- You give them a binary, they deploy and run for you
- Low overhead, but loss of visibility & control

## Rent-a-Server (either virtual or bare metal)

- You manage the OS
- More control, starts to become someone's job description

## DIY

- Rent power, cooling, space – handle your own network connectivity
- Almost complete control – realistically you need a dedicated team

**Once you determined that you needed to run official servers, what are the different deployment strategies you considered?**

**What do you look for when evaluating hosting solutions?**

**What infrastructure changes did you have to make post launch to improve the user experience?**



You've launched your game, you've got a healthy player base, what are the criteria you consider when deciding to launch in new regions?

What's the next big thing your team is working on? Specifically, what are the features you're looking to deliver and what does that mean for your server deployment?