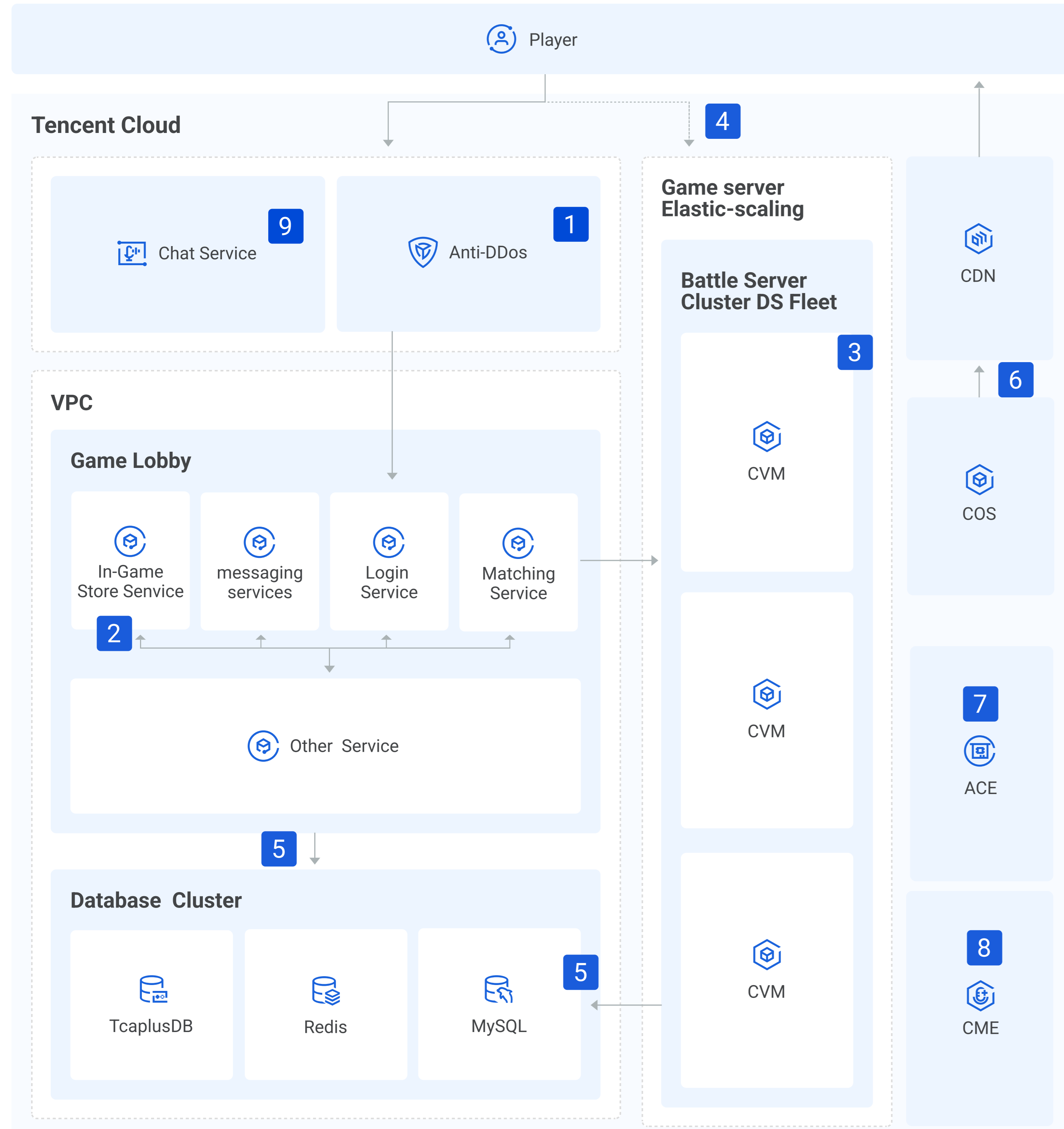


Centralized Game Deployment



- 1 Players can access the Virtual Private Cloud (VPC) and log in to the game lobby using Tencent Cloud's Anti-DDoS.
- 2 After players log in, they can purchase items at the in-game store or queue up to be matched with suitable players via the battle server cluster deployed in Game Server Elastic-scaling (GSE).
- 3 GSE helps developers quickly build stable and low-latency deployment environments for multiplayer games while reducing Ops costs. GSE's battle server clusters can be deployed in different regions, and Tencent Cloud's Global Application Acceleration Platform (GAAP) and Cloud Connect Network (CCN) can be launched for distributed deployment and cross-region server games to meet their acceleration and cross-region connection needs.
- 4 After being matched, players can start the game. Here, the proximity of the battle server to the player plays an important role.
- 5 Backend data can be stored in database clusters such as TencentDB for TcapusDB, TencentDB for Redis, and TencentDB for MySQL.
- 6 Unstructured data such as images, videos, and game download packages can be stored in Cloud Object Storage (COS) and accelerated via Content Delivery Network (CDN).
- 7 Game security can be ensured through Tencent Cloud's Anti-Cheat Expert (ACE), a professional mobile game security solution that supports comprehensive multi-dimensional protection and detection and can be easily accessed by calling 2-3 APIs in a game client.
- 8 In-game voice communication can be implemented through Tencent Cloud's Game Multimedia Engine (GME), a one-stop in-game voice solution that offers various features such as voice chat, voice messaging, and speech-to-text conversion.
- 9 Customers can provide in-game chat features using Tencent Cloud's Instant Messaging (IM) service or their own chat service.