

Development Deployment Of Multiplayer Online Games Vol I

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Development and Deployment of Multiplayer Online Games ...

Development and Deployment of Multiplayer Online Games aims to cover pretty much all the MOG genres - ranging from social games to MMORPGs and MMOFPS. While there are certainly differences between the genres, around 80% of the discussed concepts apply across the board.

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There is a book titled "Development & Deployment of Multiplayer Online Games", which is currently on Kickstarter. The book is written by 'No Bugs' Hare, and infomercial is read by live rabbit.

Development & Deployment of Multiplayer Online Games, vol.1

"Development and Deployment of Multiplayer Online Games" (#DDMoG for short), consists of 3 parts: ARCH(itecture), PROG(ramming), and DEPL(oyment). Each part is planned as 3 volumes. Current status: Part ARCH. Vol. I is currently available on Amazon. Vol. II – is in “3rd beta”, and Vol. III – is in “2nd beta”.

Contents of “Development and Deployment of Multiplayer ...

Want to write The Next Big MOG? This book will help you to learn the ropes. | Check out ‘Development & Deployment of Multiplayer Games vol1’ on Indiegogo.

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In the multiplayer section you will learn the following : How to use NodeJs and its node package manager (npm) to create a web server. What are websockets and how to use the popular socket-io library. How to create an interactive client-server multiplayer game using node and socket-io. How to deploy the multiplayer game to a remote server.

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