A Grid Infrastructure for Online Games

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ABSTRACT
Running Jake2 (Quake2 port to Java) on a grid is not a trivial task. For that purpose, we had to migrate a networking client-server model to a grid-based model. Online games are just computational systems that can benefit from this migration, in particular in the management and optimization of resources (i.e. processor and memory usage), as needed to get improved load balancing, more scalability, and low latency from the server side.


Keywords MMOGs, Grid Computing, Online Games, First Person Shooter.