

- next generation online game development architecture - 弥富 豪宏

- I propose new server architecture called pfm(PaaS for MMO)

is distribute key-value store Integreted with programming language lua

- Binds KVS record to lua object
- Distribution transparent method call with embedded object request broker which resolve object network address from consistent hash algorithm

makes online game development significantly easy

- You never consious this is programming on distribute computing system!

achieves big saving total infrastructure cost

- You can run multiple games with 1 set of pfm system (even consist of 1 physical node)