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## CAPABILITY DESCRIPTION

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### - FOR DEPLOYING MMOGS

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## INTRODUCTION

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Massively multiplayer online games (MMOG) have altered the PC gaming landscape. In MMOG, anywhere from thousands to hundreds of thousands of players join to share an online experience or even shape a digital world.

The massively multiplayer online games industry is at its early growth stage. Given the rapid technological advances in the industry, and the fact that early forecasting from several years ago was far off the mark when compared to the actual state of the industry today, it is still too early to accurately predict market growth.

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## CAPABILITY

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Supergame intelligently creates clusters of fault-tolerant servers and live maintenance as needed within the messaging infrastructure. Online video game players will not experience any downgrade to their game play experience within a growing base of concurrent users. Servers will be available 24/7/365 days a year.

Several platforms available will allow for a single server operation. The Supergame platform is inherently scalable to multiple servers. The servers or "the virtual worlds" can be added on the fly without affecting the currently running system. Our systems are not monolithic and build using SOA encompassing the optimal use of custom game servers, web servers for publishing and in-browser clients.

MMOG networks require extensive client/server models that can include over 100,000 lines of code, incredible amounts of optimization as well as long debugging times. The simplest of MMOGs take several months to build with inherent risks. Supergame technology speeds up the development and takes away the risk factor. With tested network components and several tools like MovinDoc Supergame solution can save you both time and money.

Contact us to know more @ [info@supergameasia.com](mailto:info@supergameasia.com)