

MASSIVELY MULTIPLAYER GAME DEVELOPMENT

- Covers differences with
development, including architecture,
data design, data storage, server
to server, networking, distributed
systems, databases, content
management, and other
technologies
- Provides detailed insights and
advice written by game
engineers in their own words
regarding multi-player
MMO, massively player tracking
- Shows the major differences
between traditional single-player
and network games and MMO
games
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Massively Multiplayer Game Development

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