

# TeamDev Facebook Game Development

*Development of a massively multiplayer online role-playing game for facebook.*

## Technology

Spring Framework  
Hibernate  
JSP  
JSTL  
JMS  
HTML/CSS  
FBML/FBJS  
MySQL (distributed), Oracle  
Apache Tomcat  
Memcached  
Amazon AWS RightScale  
management platform

## Project Size

5 developers  
2 graphic designers

## Duration

12 months



## Challenge

Currently social networks represent a great attraction to the companies and individuals as an area for leisure and business opportunities. The idea came up within the development team to create an online game in order to try-out the MMORPG development providing inside view on the online game development industry and access to large international audience.

## Solution

The project done represented a massively multiplayer online role-playing game for facebook. Facebook was chosen as a platform due to its large size and high user interest and involvement. The game was intended to create a virtual city environment, where a hero, owned by a player, advanced to higher game levels through interaction with other player's characters. By earning game points the user character advanced to higher game levels and by converting points to game currency received ability to acquire various in-game goods. In order to earn game currency a user could complete game challenges or purchase additional points via in-game purchasing mechanism based on integration with third-party payment processing systems.

## Results

The game development introduced an extensive experience in online game development. Due to exceptionally fine design and stable operation the application collected from 1100 to 1200 players simultaneously and up to 30 000 users per day.

## Technical Implementation

The team was responsible for the complete development and release cycle of the project. The team designed and implemented a scalable architecture suitable to operate stably in a concurrent multi-user environment under a high load. The graphic design team was responsible for design of all in-game user interface as well as creation of various types of in-game virtual goods. The UI was implemented by development team so as to support all major browsers.

The project was done using Java Language and Java EE Technology stack. Amazon AWS cloud platform was used as a hosting provider. During the production life cycle of the game TeamDev developers were responsible for management and support of production infrastructure.