

AWS re:Invent

NOV. 28 – DEC. 2, 2022 | LAS VEGAS, NV

GAM302-R

Containers for scaling games

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Agenda

1. Building games on AWS
2. Challenges with hosting online games
3. Benefits of containers for game servers
4. What are we building today?
5. Learning outcomes
6. Workshop

Learning outcomes

Build games in the cloud

Modernize game server hosting

Scale your games on Amazon EKS



Building games on AWS

90%+ of the world's biggest public game companies use our infrastructure



Challenges with hosting online games



Multiplayer experience



Service availability



Data transfer



Game & data protection



Live operations



Benefits of containers for game servers



AWS Well-Architected game servers

Performance efficiency

Operational excellence

Reliability

Security

Cost optimization

What are we building today ?

Containerized game hosted on Kubernetes

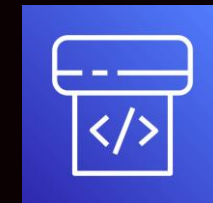
Game server container

CI/CD pipeline

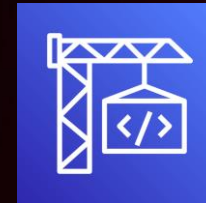
Kubernetes cluster



Amazon Elastic
Container Registry
(Amazon ECR)



AWS
CodePipeline

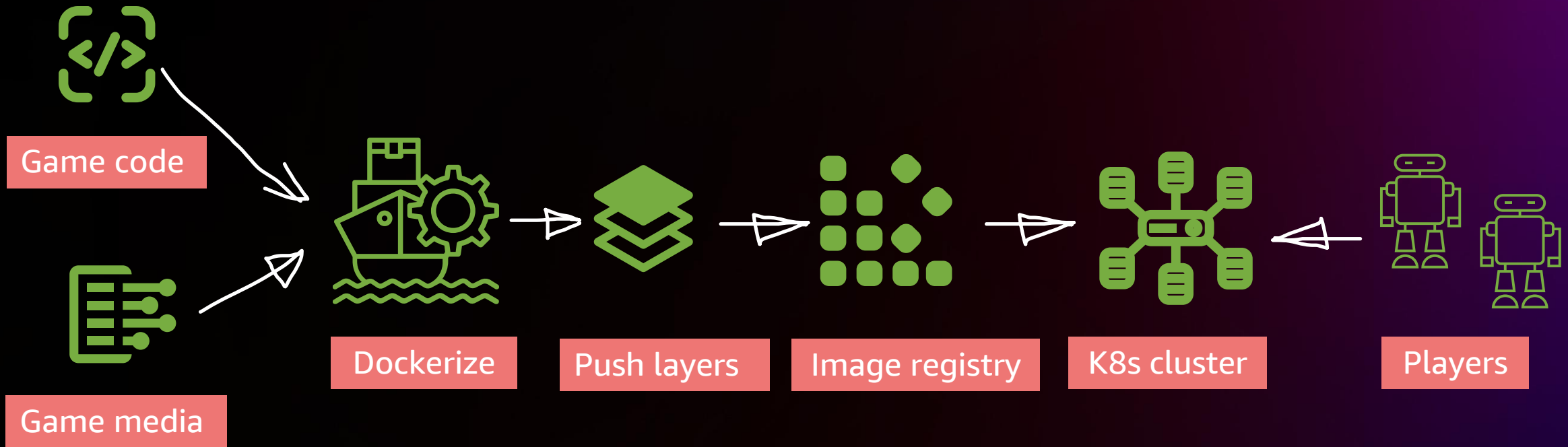


AWS CodeBuild

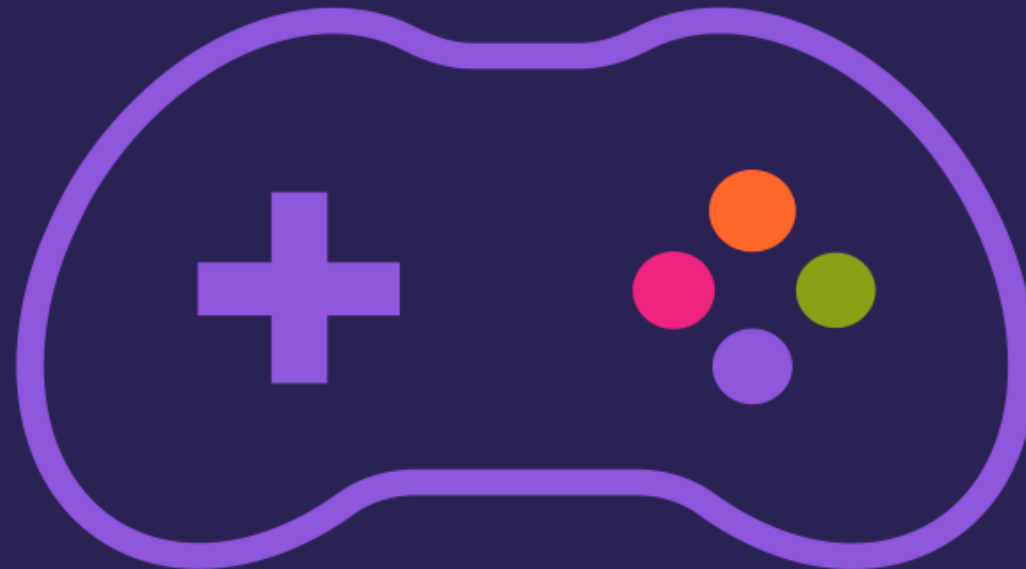


Amazon Elastic
Kubernetes Service
(Amazon EKS)

What are we building today ?



Workshop



Lab provisioning

<https://catalog.us-east-1.prod.workshops.aws/join>

Access code

[95af-003107-1e](#)

Thank you!

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