

ABSTRACT

SERVER ARCHITECTURE AND METHOD FOR IMPLEMENTING ONLINE MULTI-PLAYER GAMES

A server architecture and method for implementing online multi-player games are disclosed, the server architecture comprising regional servers, each of the regional servers having a designated region and configured to perform matchmaking for client devices based on the designated region. The server architecture further comprises a central data server configured to receive an identifier from a client device; select a regional server based on the identifier and the designated regions, and send a regional server ID of the selected regional server to the client device. Wherein the selected regional server is configured to receive from the central data server, player profile data associated with the identifier; and perform matchmaking by grouping the client device in an online play session with other client devices based on the designated region of the selected regional server.

[Figure 1]