CLAIMS

1. A method for developing and deploying a game of chance, comprising the steps of:

receiving, at a game registry of a computer-implemented game development platform, data representing a game of chance to be validated, the data including game math, game client, and game backend;

compiling, at a compilation module of the computer-implemented game development platform, the data representing the game of chance so as to create a game of chance suitable for running on a gaming system with one or more game control modules regulated by one or more gaming regulatory agencies;

validating, at a validation module of the computer-implemented game development platform, a compatibility of the compiled game of chance with the computer-implemented game development platform and the game math of the compiled game of chance to ensure that the game math is compliant with regulatory requirements; and

publishing the validated game of chance on a game store of the computer-implemented game development platform such that the validated game of chance can be retrieved by the gaming system for operation.

2. The method of claim 1, further comprising the step of: developing, at a game development module of the computer-implemented game development platform, the data representing the game of chance to be validated.

3. The method of claim 2, wherein the game development module comprises one or more of: software development kit, simulator, and game development guide, for facilitating development of the data representing the game.

4. The method of claim 1, wherein the computer-implemented game development platform is arranged to host the validated game.

5. The method of claim 1, wherein the computer-implemented game development platform is distributed on a cloud computing arrangement.

6. The method of claim 1, wherein the gaming system is part of the computer-implemented game development platform.

7. The method of claim 1, wherein the game of chance is a wagering game.

8. The method of claim 7, wherein the game math comprises a pay table.

9. The method of claim 7, wherein the game math comprises RTP of the game.

10. The method of claim 7, wherein the one or more game control modules comprise one or more of game metering module and random result generator module.

11. A system comprising:
a computer-implemented game development platform having:
a game registry arranged to receive data representing a game of chance to be validated, the data including game math, game client, and game backend;
a compilation module arranged to compile the data representing the game of chance so as to create a game of chance suitable for running on a gaming system with game control modules regulated by one or more gaming regulatory agencies;
a validation module arranged to validate a compatibility of the compiled game of chance with the computer-implemented game development platform and the game math of the compiled game of chance to ensure that the game math is compliant with regulatory requirements and
a game store for publishing the validated game of chance such that the validated game of chance can be retrieved by the gaming system for operation.

12. The system of claim 11, wherein the computer-implemented game development platform further comprises a game development module for developing the data representing the game of chance to be validated.

13. The system of claim 12, wherein the game development module comprises one or more of: software development kit, simulator, and game development guide, for facilitating development of the data representing the game.

14. The system of claim 11, wherein the computer-implemented game development platform is arranged to host the validated game.

15. The system of claim 11, wherein the computer-implemented game development platform is distributed on a cloud computing arrangement.

16. The system of claim 11, wherein the gaming system is part of the computer-implemented game development platform.

17. The system of claim 11, wherein the game of chance is a wagering game.

18. The system of claim 17, wherein the game math comprises a pay table.

19. The system of claim 17, wherein the game math comprises RTP of the game.

20. The system of claim 17, wherein the one or more game control modules comprise one or more of game metering module and random result generator module.

21. The system of claim 11, further comprising:
a computer-implemented gaming platform including the gaming system comprising:
a game storage arranged to store data representing the validated game of chance, the data including game math, game client, and game backend that have been compiled and certified prior to storage on the game storage;
a game engine operably connected with the game storage for operating the validated game of chance, the game engine providing an interface for
receiving game play instructions from a player for playing the validated game of chance,
processing the game play instructions to provide a game play result;
a random result generator, in connection with the game engine, for generating a random game result or a pseudorandom game result as a game play result, the random result generator being regulated by the one or more gaming regulatory agencies.

22. The system of claim 21, wherein the game storage is further arranged for storing game play result.

23. The system of claim 21, wherein the computer-implemented gaming platform is distributed on a cloud computing arrangement.

24. The system of claim 21, wherein the computer-implemented gaming platform further comprises a bonus or jackpot module operably connected with the game engine to provide a bonus game or jackpot prize.

25. The system of claim 21, wherein the game of chance is a wagering game.

26. The system of claim 25, wherein the computer-implemented gaming platform further comprises a credit handling module for handling wagering information associated with the game of chance.

27. The system of claim 25, wherein the computer-implemented gaming platform further comprises a game operation configuration module arranged to provide configuration information including regulatory information to the game engine for controlling operation of the game of chance.