

# Cloud Gaming

## Game Server Deployment





## Lead UX Designer

### Role

I was the **first designer** to launch the game server deployment UI within the **Google Cloud Gaming space**.

Because of my **strong reputation for understanding policy**, the Cloud Gaming team needed a designer to help translate their API to the UI for their beta release, and I happily lent a hand.

## **The Mission:**

**Real-time multiplayer games require dedicated game servers for optimal performance and security.**



**I need to deploy a new game server binary to a % of game servers.**

**Mike**

Game Infrastructure Lead at {Gaming Company X}



**Let's walk through Cloud Game Server  
Deployment.**



### Game Server Deployment

[CREATE DEPLOYMENT](#)




[CREATE CONFIG](#)

[DELETE](#)


[EXPORT POLICY](#)

#### Deployments (# of configs)

Filter by configs, realms

- ▶   my-game (2)
- ▶   my-game-premium (2)
-  my-game-prod (0)

[EXPAND ALL DEPLOYMENTS](#)

 Select a deployment on the left hand column to view all configs, realms and scaling policies attached to it.



### Game Server Deployment

[CREATE DEPLOYMENT](#)

[CREATE CONFIG](#)

[DELETE](#)

[EXPORT POLICY](#)

#### Deployments (# of configs)

Filter by configs, realms

- my-game (2)**
  - config/v1
  - config/v2
- my-game-premium (2)**
- my-game-prod (0)**

[EXPAND ALL DEPLOYMENTS](#)

#### "my-game" deployment

Filter by configs, realms, priority

<input type="checkbox"/>	Config name	Target Realms	Scaling config (priority)	Creation date	
<input type="checkbox"/>	config/v1	-	sc1 (200)	11/05/2019	▼
<input type="checkbox"/>	config/v2	realm7 realm 8	sc1(200) sc2 (100)	11/05/2019	▼



## Game Server Deployment

[CREATE DEPLOYMENT](#)[CREATE CONFIG](#)[DELETE](#)[EXPORT POLICY](#)

## Deployments (# of configs)

Filter by configs, realms

- my-game (2)
  - config/v1
  - config/v2
- my-game-premium (2)
- my-game-prod (0)

[EXPAND ALL DEPLOYMENTS](#)

## "my-game" deployment

Filter by configs, realms, priority

Config name	Target Realms	Scaling config (priority)	Creation date
config/v1	-	sc1 (200)	11/05/2019
config/v2	realm7 realm 8	sc1(200) sc2 (100)	11/05/2019

## config/v2

```
1 GameServerConfig
2 "name" : "projects/p1/locations/global/gameServerDeployments/my-game/configs/v2"
3 "fleetSpec" : "{fleet-spec-my-game-v2.yaml}"
4 "scalingConfigs" : {
5   "sc1" : {fleetAutoScalerSpec : "{autoscaler-spec-sc-1.yaml}", "priority":200, }
6   "sc2" : {fleetAutoScalerSpec : "{autoscaler-spec-sc-2.yaml}", "priority":100, "schedules": [{"start_time": "20191201",
7 "end_time": "20191231", "cron_duration" : "2h" "cron_spec": "* 17 * * *"}]},
8 }
```

## Rollout

```
1 Rollout (singleton)
2 default_game_server_config : "v1",
3 game_server_config_overrides : {
4   "v2" : {
5     "realms" : ["realm7", "realm8"],
6   }
7 }
```



## ← Create Game Server Deployment

## Create Game Server Deployment

## Game server name

## Location

 ▾

## Scaling policy

Set the buffer on clusters within realms on game servers.

[Policy builder](#)[Policy viewer](#)[✔️ VALIDATE](#)

## Policy name

  
Scaling-policy-2019

## Select game server deployment

  
my-gsd ▾

## Priority ⓘ

Lowest number means highest priority.



Max: 1000

0

## Location

Select Location

## Scaling policy

Set the buffer on clusters within realms on game servers.

[Policy builder](#)

[Policy viewer](#)

[VALIDATE](#)

### Policy name

Policy name

Scaling-policy-2019

### Select game server deployment

Game server

my-gsd

### Priority

Lowest number means highest priority.



### ADVANCED OPTIONS

#### Autoscaler settings

Buffer

More than min less < than max

Min

0

Max

No more than 5K

[SAVE POLICY](#)

[CANCEL](#)

## Create Game Server Deployment

### Game server name

### Location

### Scaling policy

Set the buffer on clusters within realms on game servers.

Policy builder

Policy viewer

⌂ VALIDATE

### Scaling-policy-2019

[RUN LINTER](#)

```
1  {
2  "name": "projects/gameservices-test-project-7/locations/global/scalingPolicies/my-scaling-policy",
3  "createTime": "2019-06-27T18:40:24.351557376Z",
4  "updateTime": "2019-06-27T20:05:49.478268597Z",
5  "fleetAutoscalerSettings": {
6    "bufferSizeAbsolute": "10",
7    "minReplicas": "10",
8    "maxReplicas": "20"
9  },
10 "priority": 100,
11 "clusterSelectors": [
12   {
13     "labels": {
14       "provider": "gcp"
15     }
16   }
17 ],
18 "gameServerDeployment": "projects/gameservices-test-project-7/locations/global/gameServerDeployments/my-gsd"
19 }
20
21
22
```

**Thank You**