## Synchronous online gaming architecutre in AWS - Highly Available, Scalable & Elastic to support Millions of Players

The below architecture is intended for online mobile & games. These workloads are a natural fit for running on Amazon Web Services, due to unexpected traffic patterns & high demaning request rates.

Fel med Gliffy-makro

Du saknar tillstånd att visa det här diagrammet.

From above diagram, Amazon Elasticache is for Redis that provides fully managed solution that enhances robustness and reduces the cost of installing, operating & maintaining a highly available & scalable Redis cluster. Leverage Multi-AZ Elasticache in your game to provide automated disaster recovery & a scalable tier with read replicas if needed.

Amazon Aurora, a MySQL compatible database provides very high read & write throughput, up to 64TB 6-way replicated storage & up to 15 low latency read replicas in Multi-AZ. We recommend Aurora as a fast, scalable robust database if you are using a relational database like MySQL. Gaming customers have sen 2-3x reduction in cost after migration to Aurora.

Amazon DynamoDB provides predictable performance & scalability by high speed, low latency managed No-SQL database.