PREDECESSOR FIGHTS FOR GLORY WITH ACCELBYTE

When Paragon shut down the servers in 2018, their most dedicated influencer jumped into action to save it. Founded in 2020 by Robbie Singh, Andrea Garella, and Steven Meilleur, Omeda Studios is a London-based game studio focused on building community-driven games. Funding followed in spring 2021 and their first title was playable only nine months later.

Predecessor is a third-person action shooter MOBA, with development being driven by their community which boasts just shy of 50,000 members on Discord and over 250,000 users signed up to participate in playtests.

CHALLENGES

Singh has built up a massive interest with the use of the Paragon assets. As a result, Predecessor is set up to generate a large player base.

To ensure that they are creating an engaging and scalable experience, Omeda has built a strategy around community involvement to help stress test the game and identify limits, allowing for quick iterations. However, during a Closed Alpha Weekend in mid-2021 when more than 20,000 players participating in the first few hours, they found that their backend was unable to support the volume and left many players waiting in long queues.

As a result, they decided to look for a backend solution provider that they could partner with to ensure a stable environment for the game.

SOLUTIONS

■ Armada

With AccelByte's help, Omeda has migrated from GameLift to Armada, our dynamic game server manager, allowing them to efficiently deploy game servers globally to continue supporting their community playtests and when they launch Early Access in 2022. This also sets them up to be able to support all major platforms and cross-platform play, a rarity in the MOBA market.

■ Matchmaking

Using our matchmaking service, Omeda is able to pair lone players as well as parties into 5 vs 5 matches using their own custom rules. This delivers an experience where friends can play together while also letting Omeda match players based on skill level.

With AccelByte matchmaking services, Omeda can create their own custom matchmaking rules for how parties are matched. Skill-based matchmaking rating (MMR) is used to pair parties under ideal conditions, but additional flex rules also incorporate time-out limits or latency boundaries to protect the overall player experience.

Like our party services, matchmaking uses WebSocket to ensure real-time updates for players. The flow of our matchmaking service is as follows:

1. Matchmaking ruleset configuration

Developers create matchmaking ruleset on the admin portal. Developers are able to set up the min/max team size, creating MMR based matching and flexing rules.

2. Start matchmaking

A party leader can make a request to initiate the matchmaking process

3. Confirm players are ready

During the matchmaking process, each player needs to confirm they are ready to play. When all of the players are ready to start, the game will begin.

- Re-matchmaking: Matchmaking will restart if any players in the matchup aren't ready to play. Tickets are also prioritized in this case so players don't have to start again from the back of the matchmaking queue.

- Cancel matchmaking party: Leaders can cancel the matchmaking process before it's completed.

4. Region aware fleet management service

Armada provisions a dedicated server to serve the game in a region that is closest to the players. Once the process is completed, Armada will notify the IP/port of the server back to the players.

5. Game hosted by dedicated servers

With the IP and port, players are able to connect to the dedicated servers with UDP or TCP. The dedicated servers are also aware of all the information of the match session so that it can verify if the connection was valid.

6. Concluding a game

Once a game is finished, the dedicated server can update the MMR rating of each of the participants securely with the AccelByte SDK to be used for the next matchmaking. At the end of its lifetime, Armada will tear down the dedicated server to save resources.

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> *Founded and built by the community, our goal is to deliver the best possible gameplay experience. Offloading a portion of our backend development to a tried and tested solution will ensure a smooth experience as we scale across multiple platforms to millions of users.*
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> **Robbie Singh, CEO** **"**

RESULTS

Omeda was able to quickly deploy matchmaking, accounts and signup, cross-platform play, and platform store integrations, as well as utilizing the Armada platform for server hosting, with the aid of a full time dedicated engineer to support their integration process. This process allowed them to seamlessly continue with their community playtests on a more stable and scalable backend.

Results from a recent player stress test include:

- Total Unique Users: over 68,000
- MAU: over 68,000
- Over 85,000 matches played
- No major faults or service outages

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"The Accelbyte Team has been instrumental in our cooperative effort in launching a successful Stress Test for our game Predecessor. They integrated into our team and assisted with the implementation of their SDK into our codebase. AccelByte supported us through our own Load Testing process while also executing their own tests on the backend platform to increase confidence prior to launch. Obviously the process is not always peaches and rainbows but AB delivered when it counted."

Steven Meilleur, CTO

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