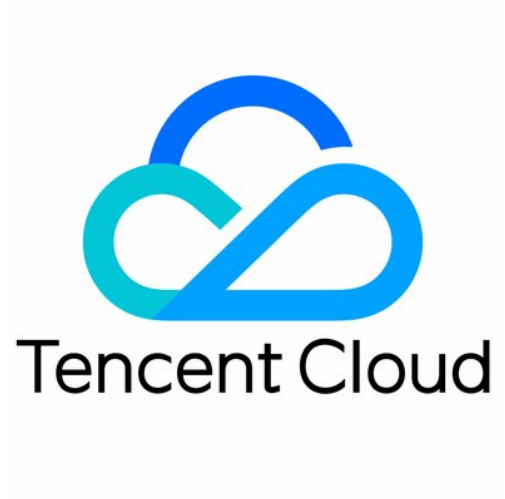
Game Player Matchmaking

Product Introduction

Product Documentation



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Note :
Since the product logic no longer meets the technical development of game industry, Game Player Matching GPM will be deprecated on June 1st, 2022. Please complete service migration before May 31 , 2022.

Overview

Game Player Matchmaking (GPM) is a powerful and flexible game player matchmaking service that supports multiple algorithms. With GPM, developers can easily write a script to achieve matchmaking for a variety of games without needing to consider complex logic. GPM can also automatically deliver matchmaking results to your hosted game server to start battles. This product greatly simplifies game development while enhancing game interaction for your players.

Benefits

Custom matchmaking rules

GPM provides a flexible set of customizable matchmaking rules for developers to design the best matchmaking experience that best fit their games.

Powerful matchmaking algorithms

GPM comes with powerful algorithms that can quickly parse through complex matchmaking rules to generate optimal player matches, reducing player wait time and enhancing the overall gaming experience.

Event notifications

GPM sends notifications during the matchmaking process when players are matched or requests timeout, helping developers track matchmaking statuses and simplifying implementation.

Automated game sessions

GPM can automatically request resources from your game server based on matchmaking results to start battles.

Monitoring metrics

GPM provides a comprehensive feature covering matchmaking metrics including the average matchmaking time as well as matchmaking successes, failures, cancellations and timeouts. Alarms can be set accordingly.

Logging

GPM records and reports matchmaking logs.

Strengths

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Diverse Matchmaking Rules

GPM features a complex set of rule-based algorithms, enabling developers to configure matchmaking rules according to player attributes, latency, role preferences and more, satisfying the diverse matchmaking requirements of multiplayer games.

Flexible Configuration

GPM supports defining and setting game attributes including values, strings and string maps in matchmaking rules. You can flexibly configure the number of teams and players, use different matchmaking conditions for different roles and decide when to relax matching rules so players can get in the game with minimal wait time.

Streamlined Solution

You can opt to use GPM’s matchmaking service by itself, or integrate it with your game server for a streamlined solution where game resources will be requested according to matchmaking results. The latter enhances the gaming experience with better support for the life span of the game session.

Ease of Use

GPM provides a diverse set of rule templates and syntax verification capabilities. You can use these templates to define a JSON script for the design and configuration of your matchmaking rules in the console easily, eliminating the need for complex code development.

Cross-region Matching

GPM supports matching players based on latency, supporting multi-region/multi-server as well as cross-region server game architectures. Players are matched to servers with minimal latency, ensuring matched players from different regions have similar response time.

Use Cases

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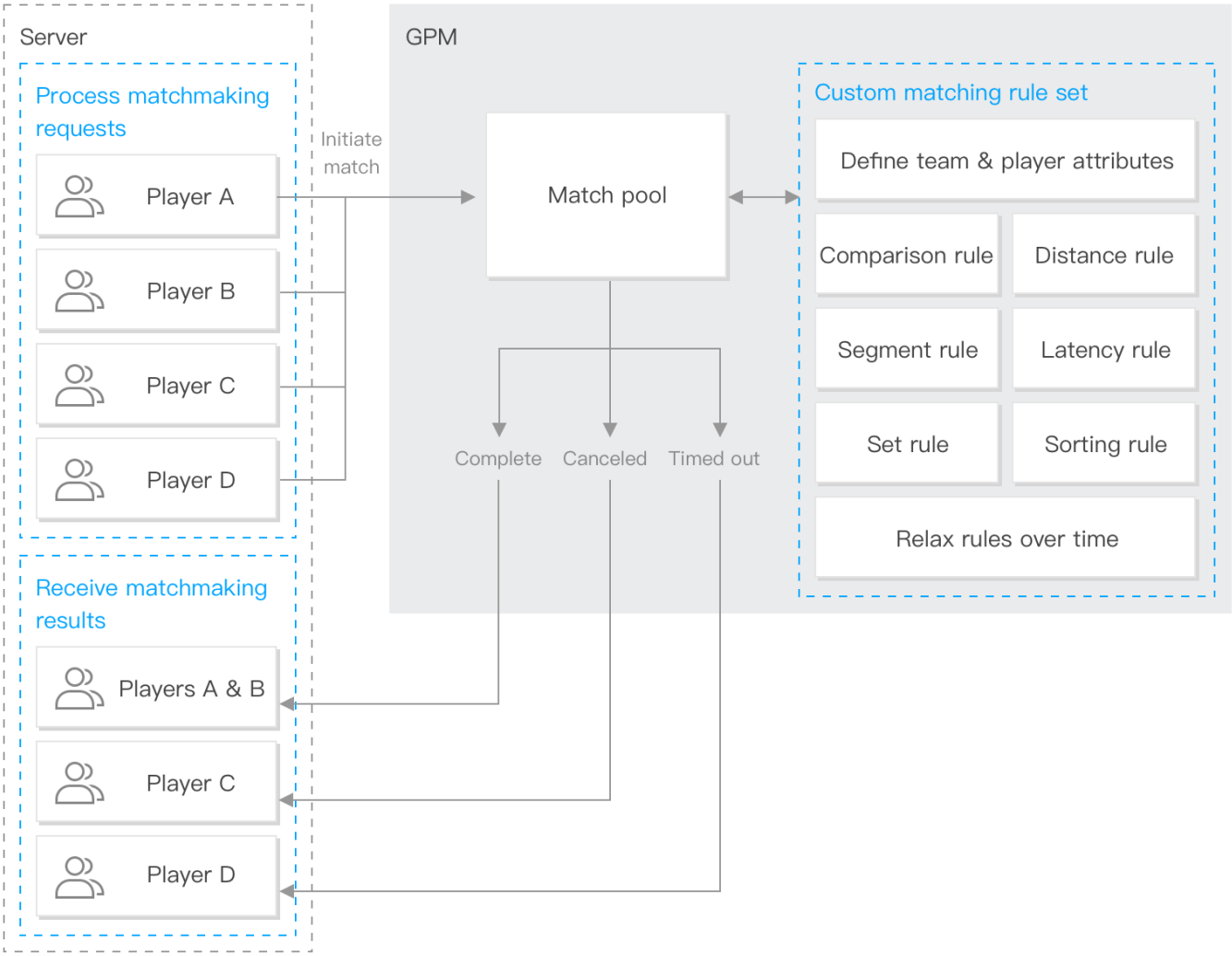
GPM is suitable for a variety of use cases. Here we list some examples.

Use Case 1: Player Matchmaking

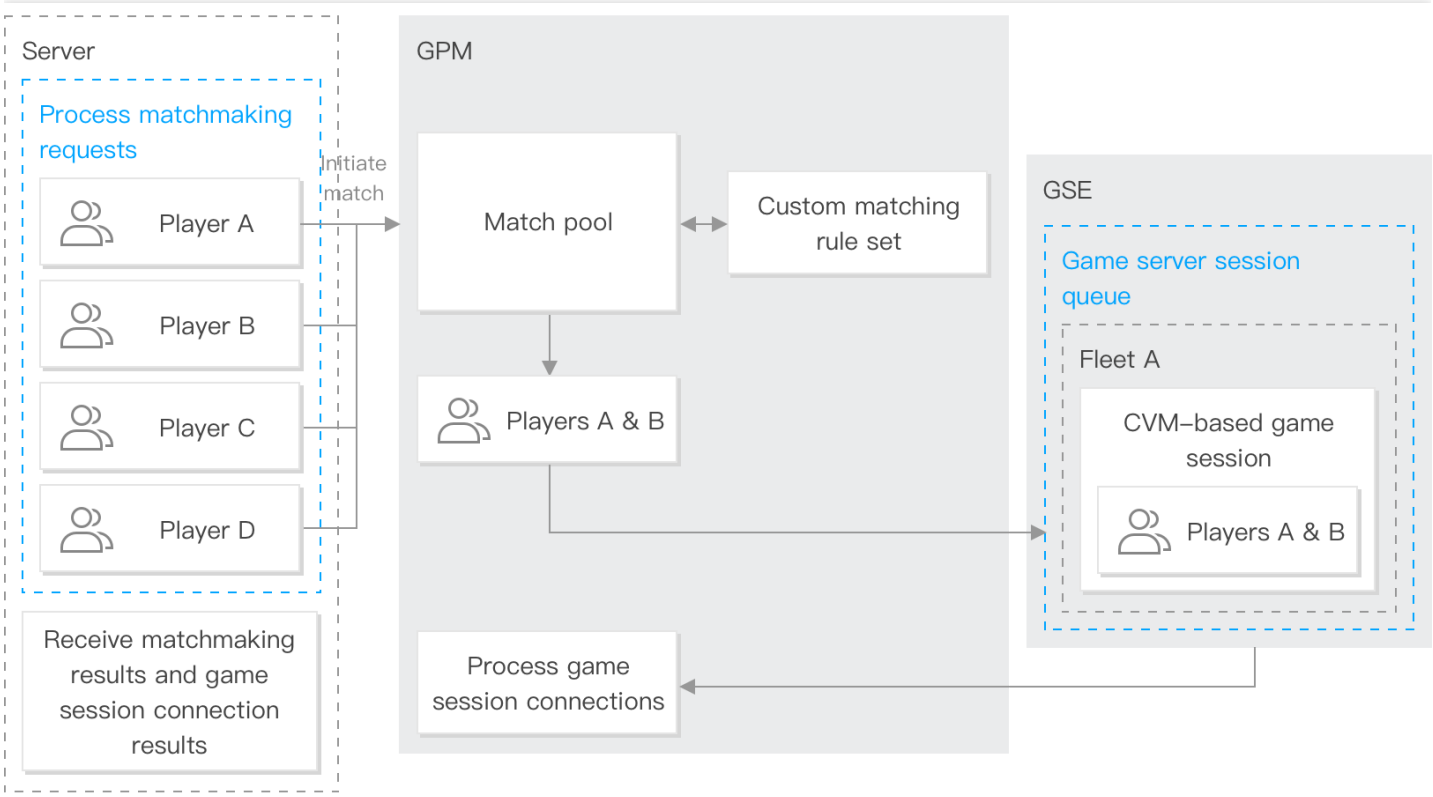
GPM can be used independently to generate player matches via custom matchmaking rules. Generated matchmaking results will be delivered to your server address.



Use Case 2: Hosted Game Solutions

GPM can be used together with Tencent Cloud Game Server Elastic-scaling (GSE) to form a streamlined gaming solution, where matchmaking results can be used to request resources from the

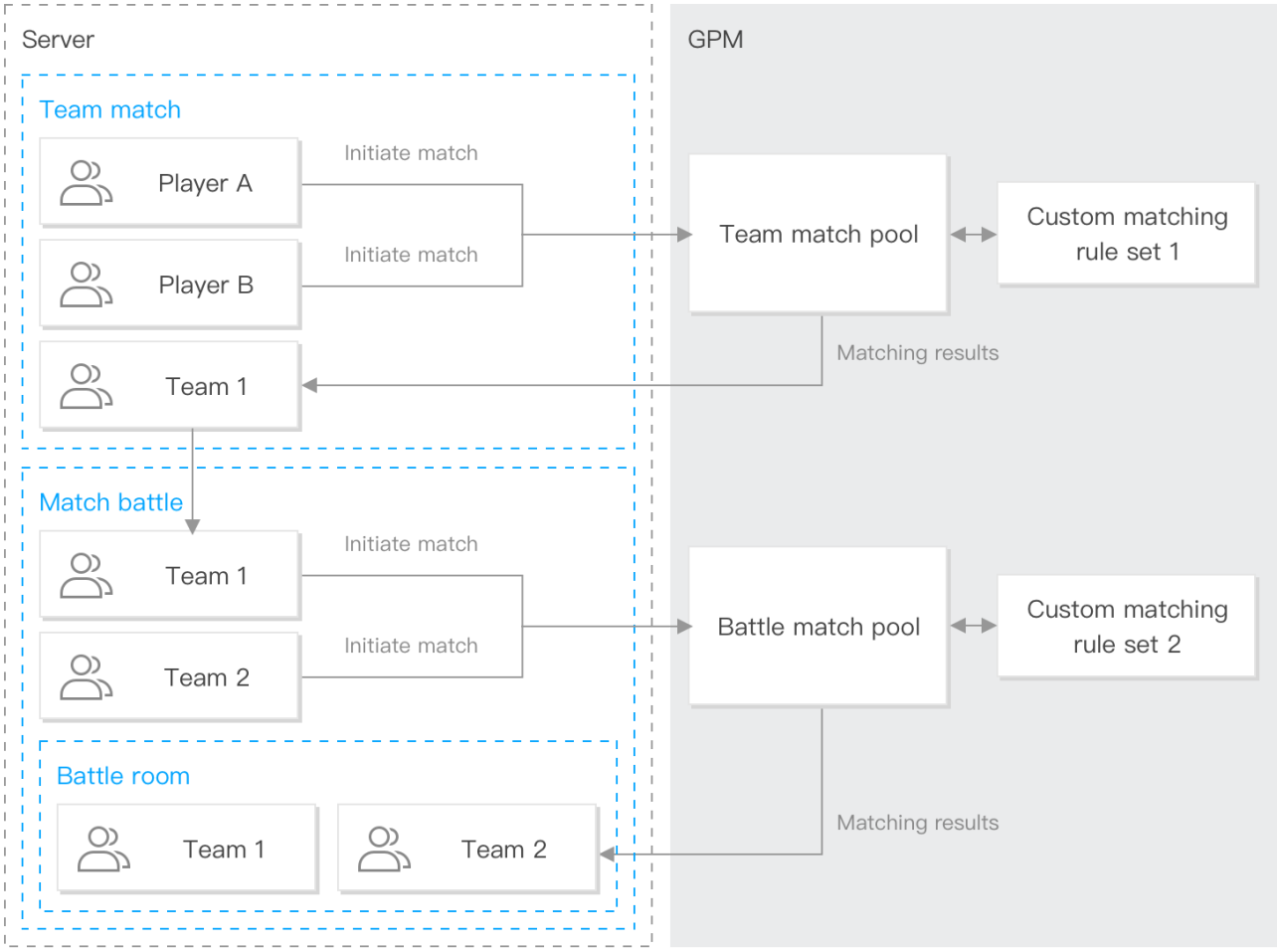
game servers hosted with GSE to automatically start new game sessions for matched players.



Use Case 3: Matching Teams

GPM supports multiple matchmaking configurations within the same game. Developers can create sequential matchmaking rules to build teams and match battles. Players are first slotted into teams

and then the teams are matched against each other.



Concepts

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Rule Name

A rule name is defined by the developer to distinguish rules. One rule name can be used repeatedly.

RuleCode

The auto-generated RuleCode is used to identify a unique rule. RuleCode can be associated with a matchmaking service.

Rule Script

A rule script in JSON defines how a matchmaking rule is implemented, which is a core part of rules.

Match Name

A match name is defined by the developer to distinguish matchmaking services. One match name can be used repeatedly.

MatchCode

The auto-generated MatchCode is used to identify a unique matchmaking service, which can be used as a request parameter of the `StartMatching` API.

Server Queue

A server queue is configured to place the matchmaking result when a matchmaking request is created. After the matchmaking service is completed, GPM will use matchmaking results to request GSE's server fleet and start a game server session.

Timeout

A timeout is defined for a match, during which, GPM processes the matchmaking request.

Notification Address

A notification address is configured to receive the MatchTicket status change when GPM processes a matchmaking request. This notification address helps you track the status and results of your matchmaking requests.

Custom Data

The custom data is predefined for a matchmaking request, which will be included in the event notification and sent to the address you configured.

Game Server Session Data

The game server session data is predefined for a matchmaking request to create game server sessions.

Game Attribute

Game attributes are predefined for a matchmaking request to create game server sessions.