CMSC 498W
Lecture 11
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Distributed Virtual Worlds

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Distributed Virtual Worlds

“Distributed” means “networked”
- Separate client and server
- Multiple clients?
- Multiple servers?
Shard

- Self-contained server (or servers)
  - Clients can interact

- Multiple per game
  - Languages
  - Skill level
  - Play style
    - Role Play
    - Player vs. Player
MMORPGs

World of Warcraft

- Released 2004
- Guinness World Record holder for “Most popular MMORPG”
- Grossed over $10 Billion
MMORPGs

World of Warcraft
- Refers to servers (shards) as “realms”

http://us.battle.net/wow/en/game/guide/getting-started
MMORPGs

• Existed for decades
  – Perhaps since the 70s

• From text-based to virtual reality
  – Virtual worlds?
MMORPGs

https://en.wikipedia.org/wiki/MUD
Mirror Worlds

Flight Simulators

- Perhaps one of the earliest examples
Mirror Worlds

Flight simulator cockpit ($595, chair and frame)

http://www.volairsim.com/
Mirror Worlds

Truck simulator cabin

Mirror Worlds

Google Earth New York

http://blogoscoped.com/archive/2008-12-18-n88.html
Mirror Worlds

Outerra engine
http://www.outerra.com/wgallery.html
Mirror Worlds

The Matrix

A perfect world?