

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

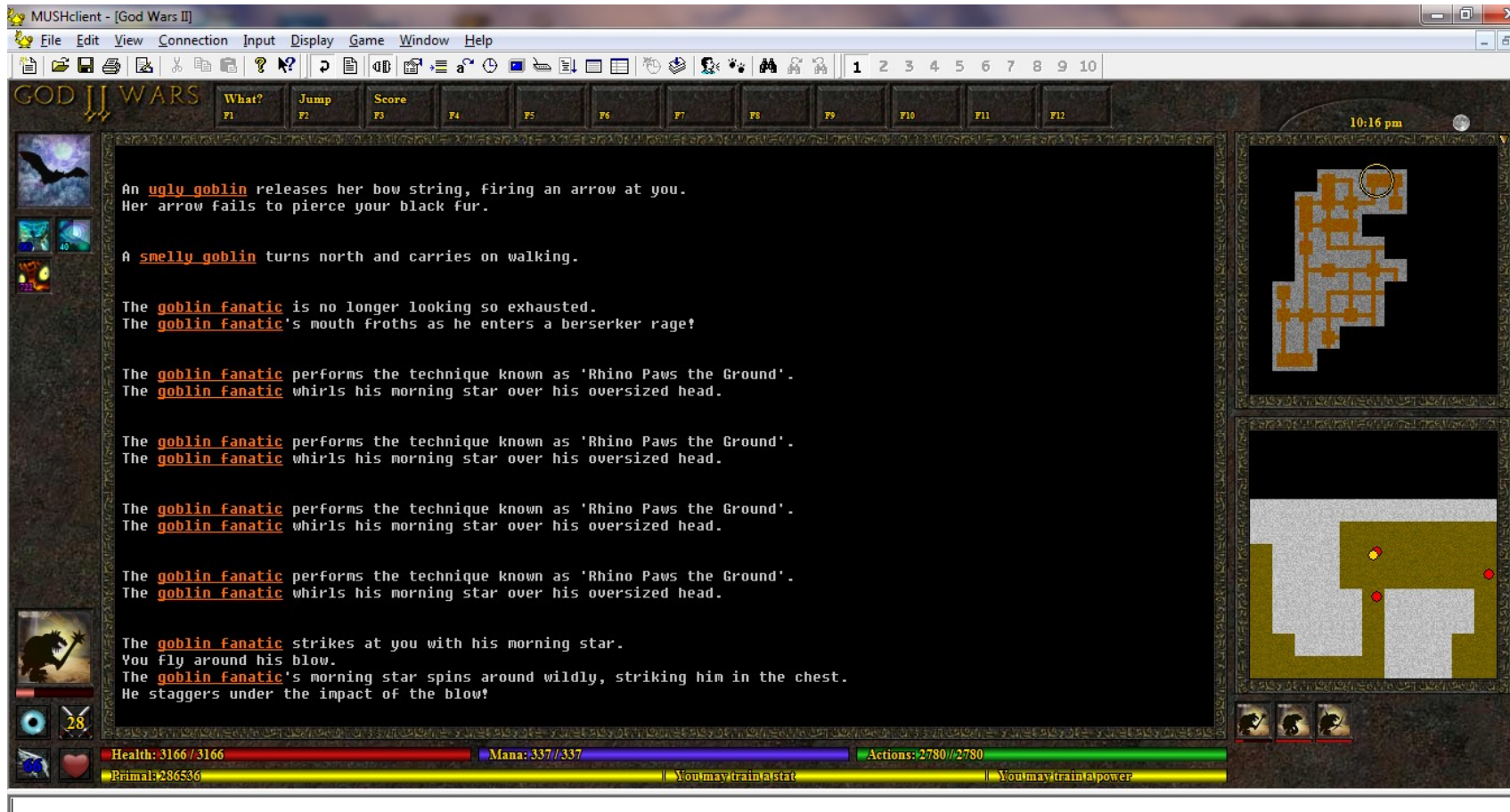
- Refers to servers (shards) as “realms”



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
- Microsoft Flight Simulator (1982)

Mirror Worlds



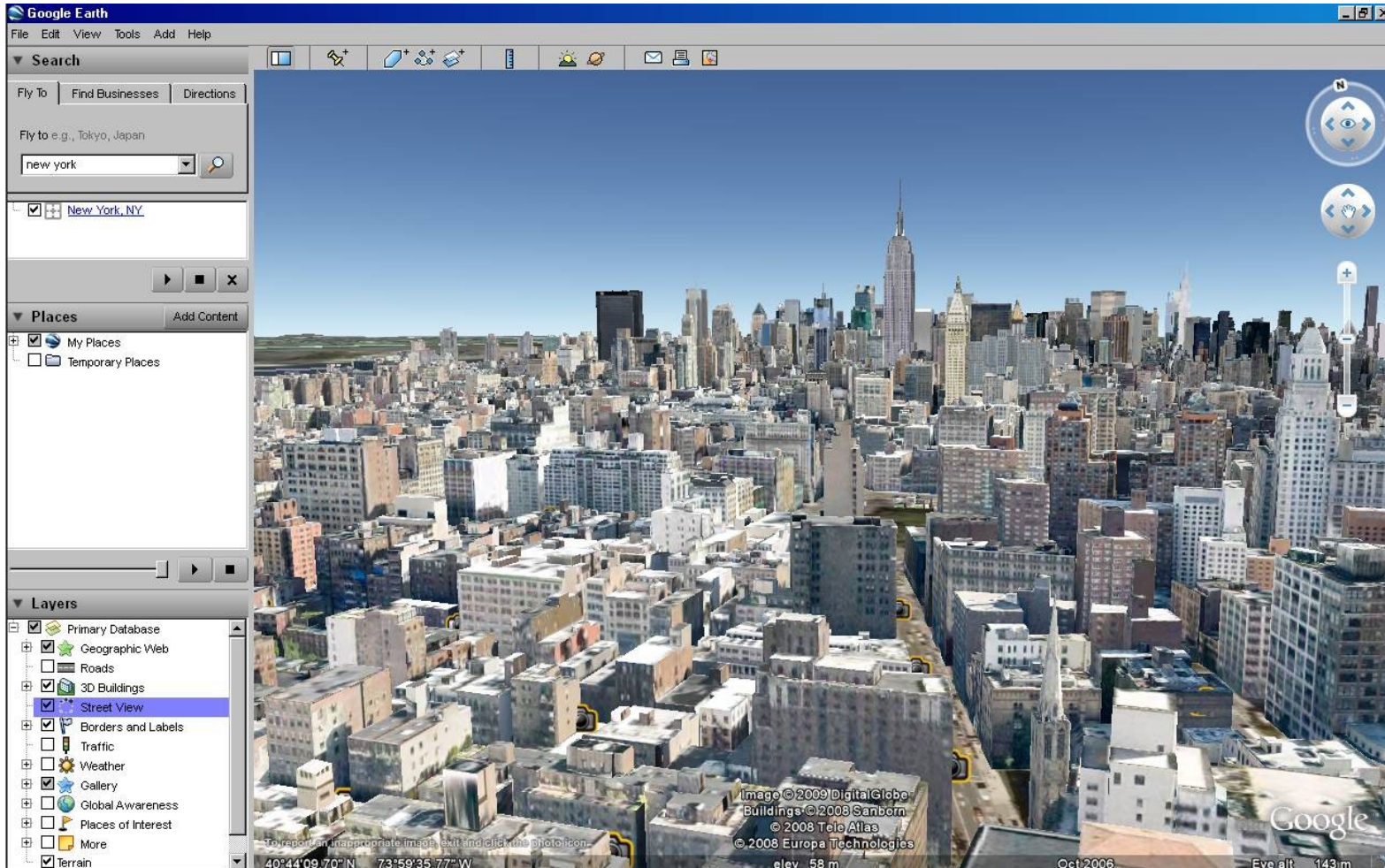
Flight simulator cockpit (\$595, chair and frame)

Mirror Worlds



Truck simulator cabin

Mirror Worlds



Google Earth New York

Mirror Worlds



Outerra engine

<http://www.outerra.com/wgallery.html>

Mirror Worlds



The Matrix

A perfect world?