OUTPERFORMING GAME SERVER ENGINE
FOR REAL-TIME MULTIPLAYER GAMES
iFun Engine helps you meet tight milestones and lift productivity making AAA-quality real-time game servers.

Fast time-to-market plays a crucial role in the success of games. However, game server development always suffer insufficient engineers. Hence, both project manager and software engineer seriously have to seek a remedy to overcome server development obstacles and to boost the development cycle with a limited engineering power. iFun Engine is a general-purpose middleware specialized in real-time game server development.

Efficient networking stack that supports real-time multiplayer games

Certified by TTA (Telecommunications Technology Association), Korea

iFun Engine has obtained a certification from TTA for its stability supporting 10K concurrent sessions on 2 vCPU VM.

Supports for popular client engines

Dashboard-based, handy server profiling and monitoring

Extensible REST APIs for easy amalgamation with existing monitoring systems

Cutting-edge architecture that scales out to hundreds of servers

Flexible architecture that scales out to hundreds of servers

Easy integration to furnish existing single player game server with multiplayer features.

Rich set of ready-to-use components for in-game contents (matchmaking, chatting, authentication, billing, leaderboard, etc)

Responsive technical supports

iFun Engine’s network stack has been carefully designed and implemented to reduce your engineering burdens.

iFun Engine supports TCP, UDP, and HTTP to meet your networking needs, and also provides a stable session layer that handles intermittent disconnectivity caused by network handovers. Its networking is so optimized that it can sustain at least 10K concurrent sessions even on a small server*. Thus, you can save significant time from implementing reliable networking stack from scratch and focus on game’s fun features instead.

* Certified by TTA, Korea.

Your Games Server

No networking code! No database code!

Network

Event/Timer

Distribution Subsystem

RESTful API (JSON)

Logs important user events

Processes a large stream of concurrent events/messages

Scales with multiple servers

Built in ORM with sharding and caching

ORM-based, fully automated SQL handling without a single line of SQL code

Easy integration to furnish existing single player game server with multiplayer features.
Great Technology For Great Games

Handy Database Handling

iFun Engine takes a novel approach to DB handling by Object Relational Mapping (ORM).

DB handling in the game server is performance critical. Yet, managing DB schema up-to-date to reflect in-game contents changes is tedious and error-prone. iFun Engine greatly simplifies DB handling by providing a C++ class transparently handling SQL queries for each game object. Hence, accessing game objects in database on iFun Engine is as simple as calling C++ methods. Such ORM code also updates itself as game object is refined.

Converting Single Player Game into Multiplayer

Enrich your single player game using iFun Engine.

Single player game either under development or even in service can be easily converted into a multiplayer game by integrating with iFun Engine. Also, implementing multiplayer features could not be simpler for iFun Engine’s multiplayer supports such as efficient leaderboard, flexible matchmaking, multicasting, chatting, cross-server duplicate login prevention, etc.

Efficient Scaling-out Architecture

iFun Engine has been designed with scalability in mind from the beginning.

iFun Engine incorporates a distribution subsystem that smoothly scales out to hundreds of servers, so that you do not have to worry about your game server’s scalability. And it also provides handy features to handle such a multi-server environment such as detecting duplicate login attempts, sharing data among game players on different servers, communicating across game servers, etc.

Easy Workflow & Effective Administration

Server engine should play a crucial role not only in hosting players, but also in overseeing the service.

iFun Engine is more than a simple programming library used by game server developers. It also provides fancy features to help server developers efficiently manage their game server builds. Also, iFun Engine provides a dashboard to help you get better understanding on what is happening in your game server.
**Comfortable Development**

We always strive to provide you better experience in game server development.

iFun Engine runs on Linux, but development is possible both on Linux and Windows. Popular IDEs including Microsoft Visual Studio and JetBrains CLion are supported. Also, plug-in code for major client engines like Unity3D, Unreal, and Cocos2d-X is distributed through Github.

<table>
<thead>
<tr>
<th>Program Language</th>
<th>C++</th>
<th>C#</th>
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<td>Development Environment</td>
<td>Windows</td>
<td>Linux</td>
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<tr>
<td>Server OS</td>
<td>Ubuntu</td>
<td>CentOS</td>
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**Responsive Online Tech Support**

We are here to help you.

Using iFun Engine is not just simply introduction of an external solution. iFun Factory’s engineers are always with you via online tech support to understand your concerns and to help you tackle game server development issues. It is effectively the same as to have an external engineering squad for you. Also, readable tutorial documents and troubleshooting-oriented references are freely available online.