

On-demand Cloud Gaming

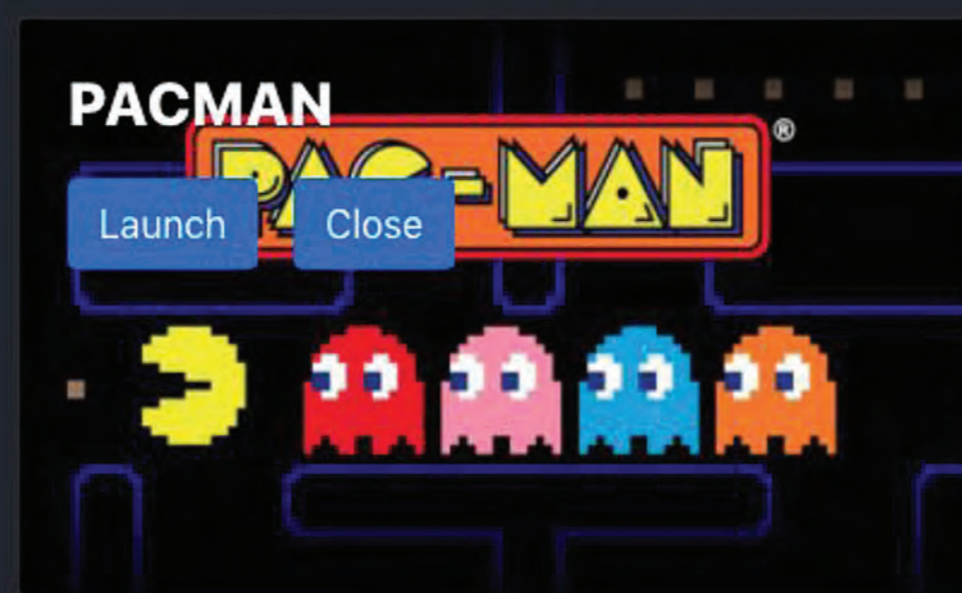
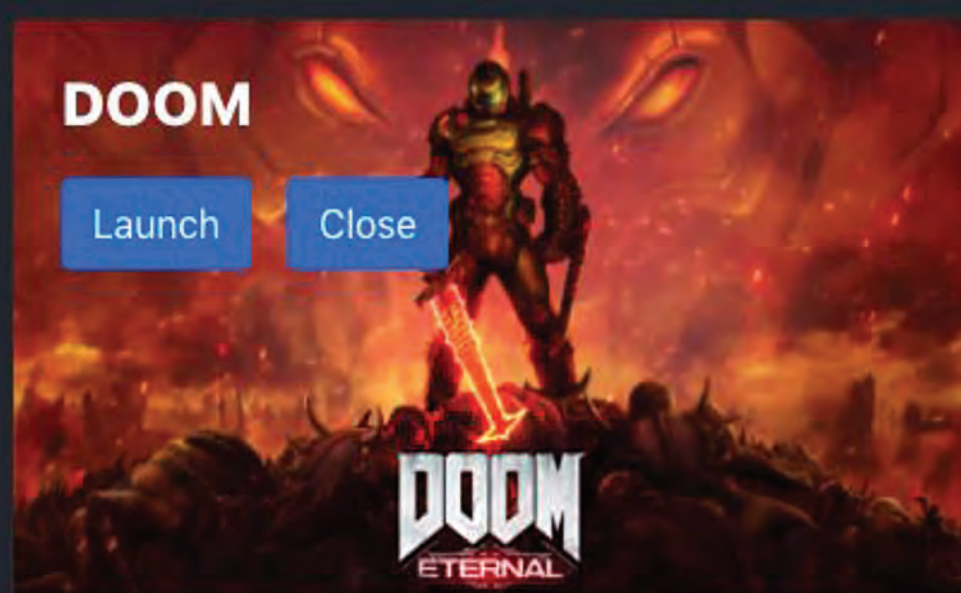
Play games on cloud servers remotely from browsers

Student: Cao Ngoc Thai

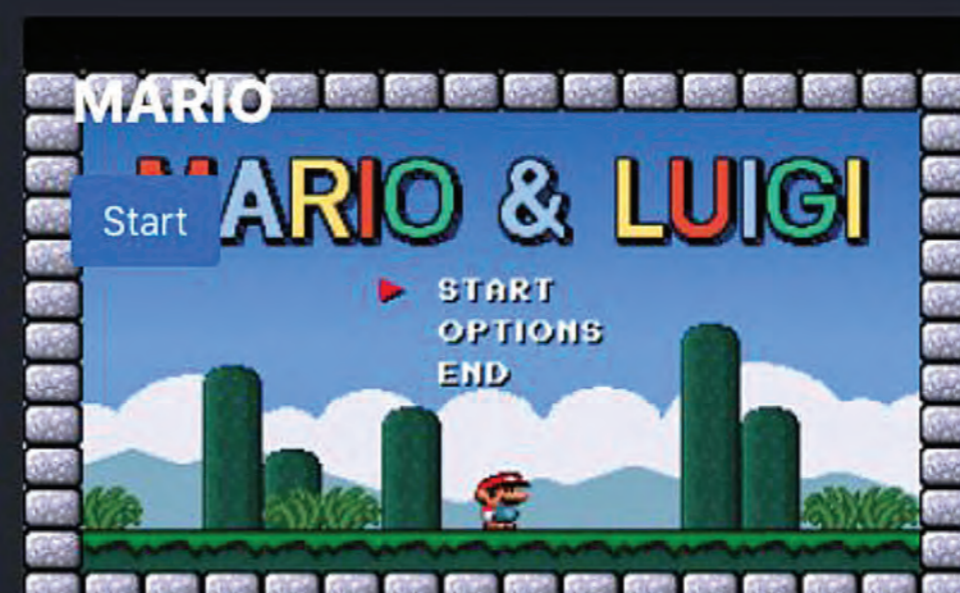
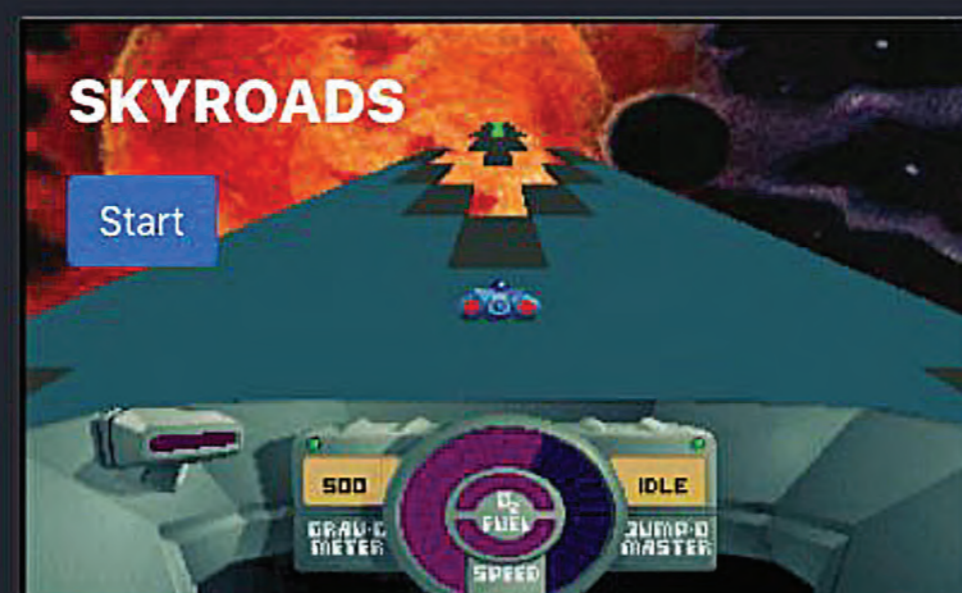
Supervisor: Assoc Prof Hui Siu Cheung

Logout

Resume



Library



Project objectives

This project aims to build a one-click deployment platform that automatically runs games on cloud servers and streams frames down to users' browsers. Powerful hardware on cloud servers allow playing resource-consuming games remotely on mobile devices. Utilising Docker container and Kubernetes container orchestration, an auto-scaling system is implemented to minimise latency and optimise cost.

