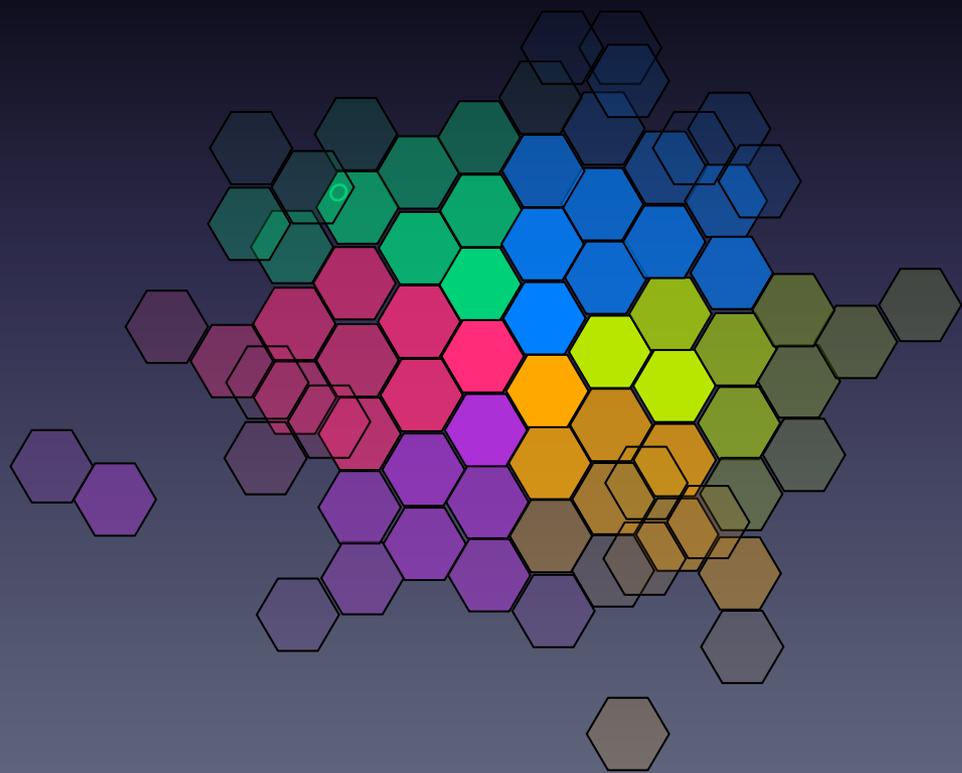


# 游戏开发与运营环境docker化

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讲解人：王海军

1

行业现状

2

架构改进

3

docker化

1

行业现状

A

# 开发语言

后端游戏开发语言：

- ★ C++
- ★ Java
- ★ C#
- ★ Python
- ★ php

- ★ Go
- ★ .....

Lua  
JS

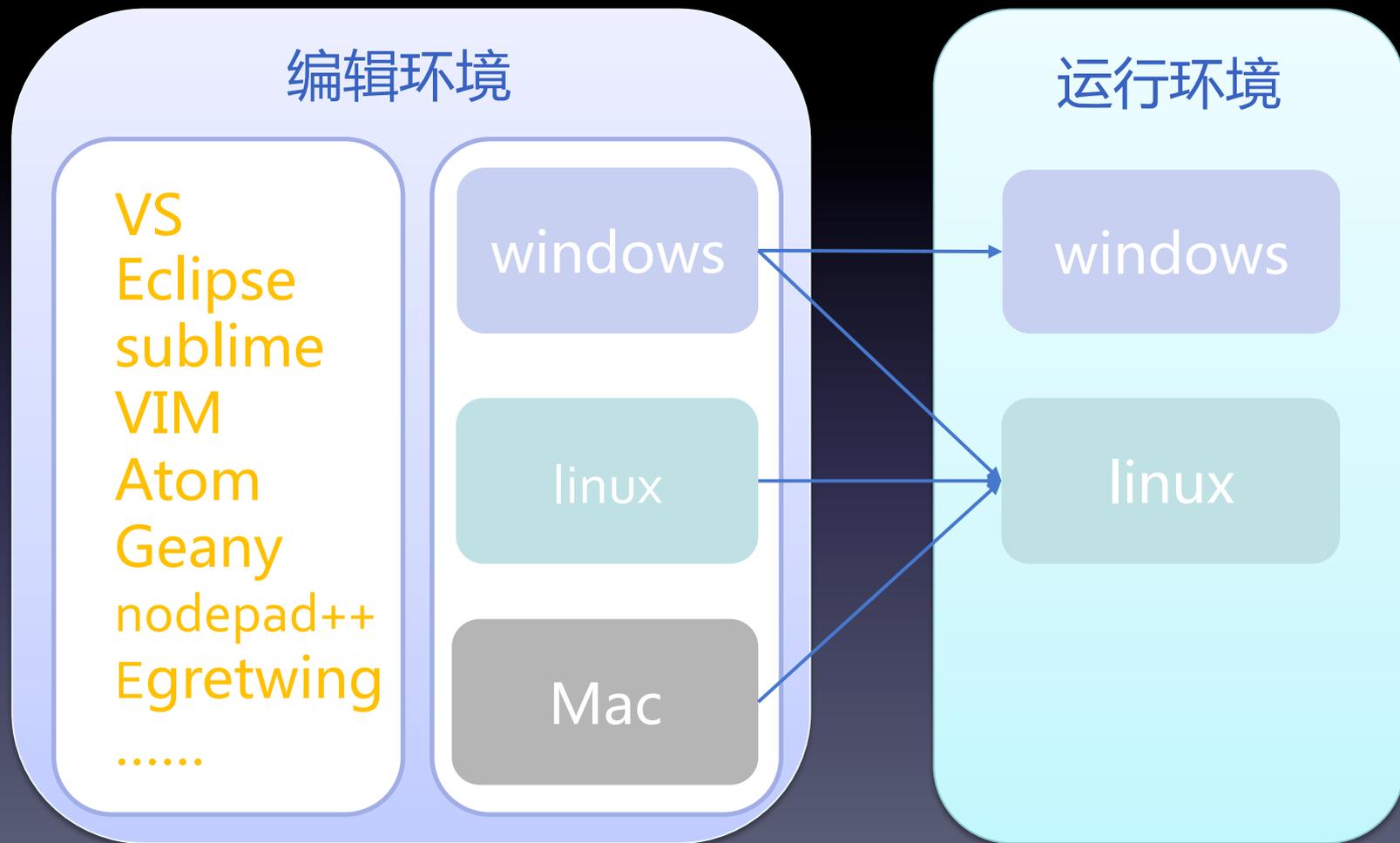
NodeJS

我熟悉的开发语言：

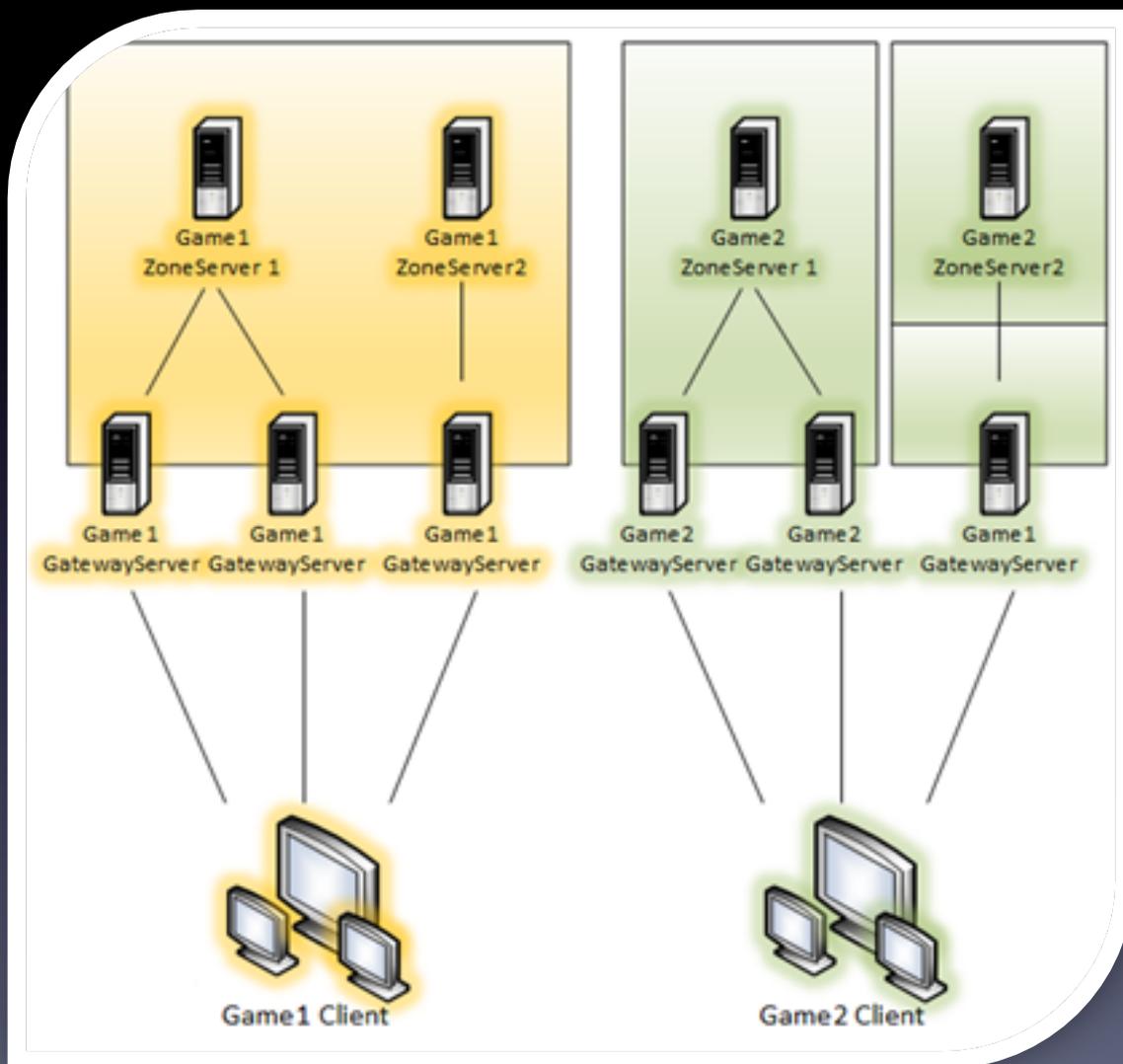
C+++Lua

Go+Lua

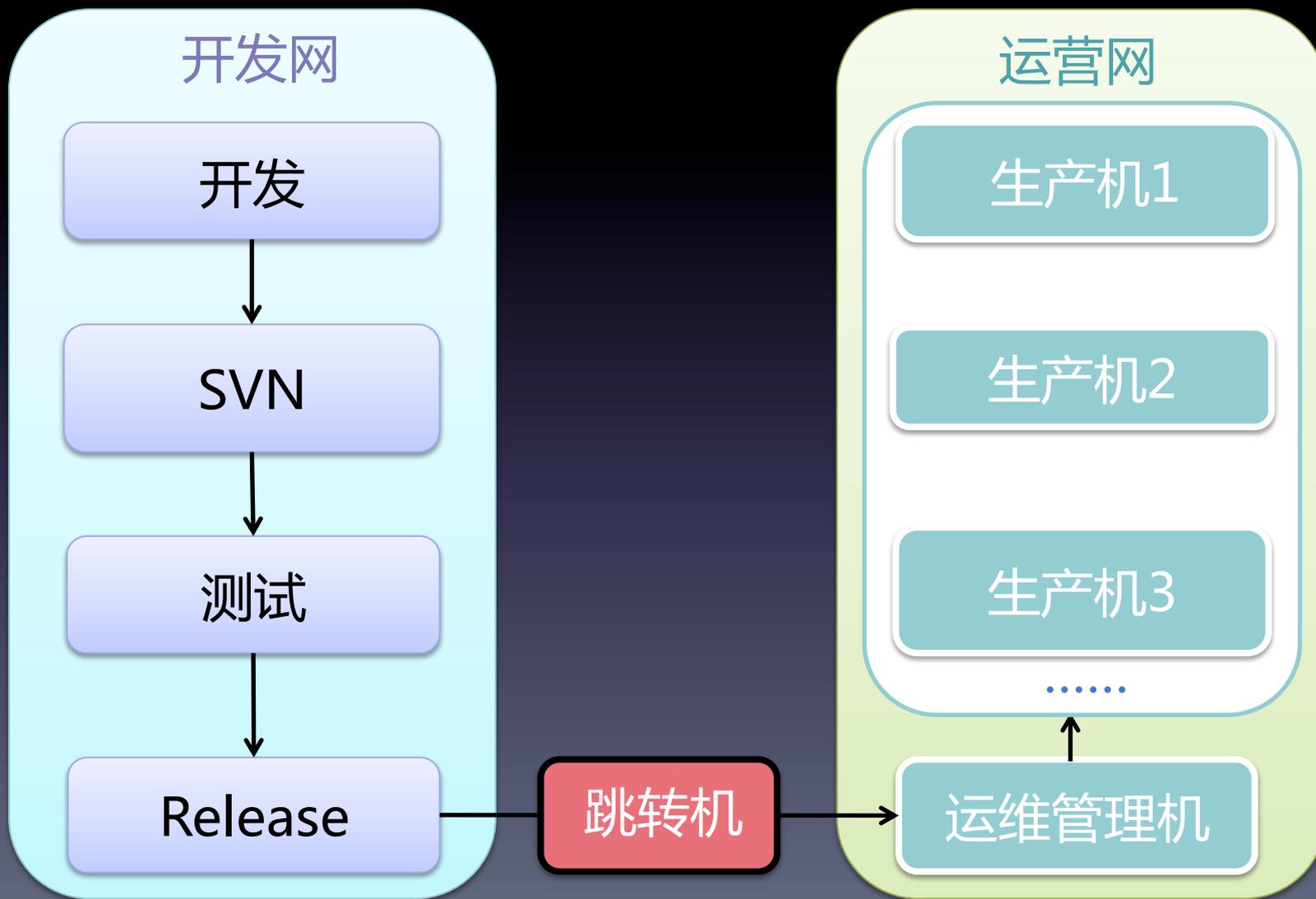
# B 开发环境



# C 现行拓扑图



# D 发布流程



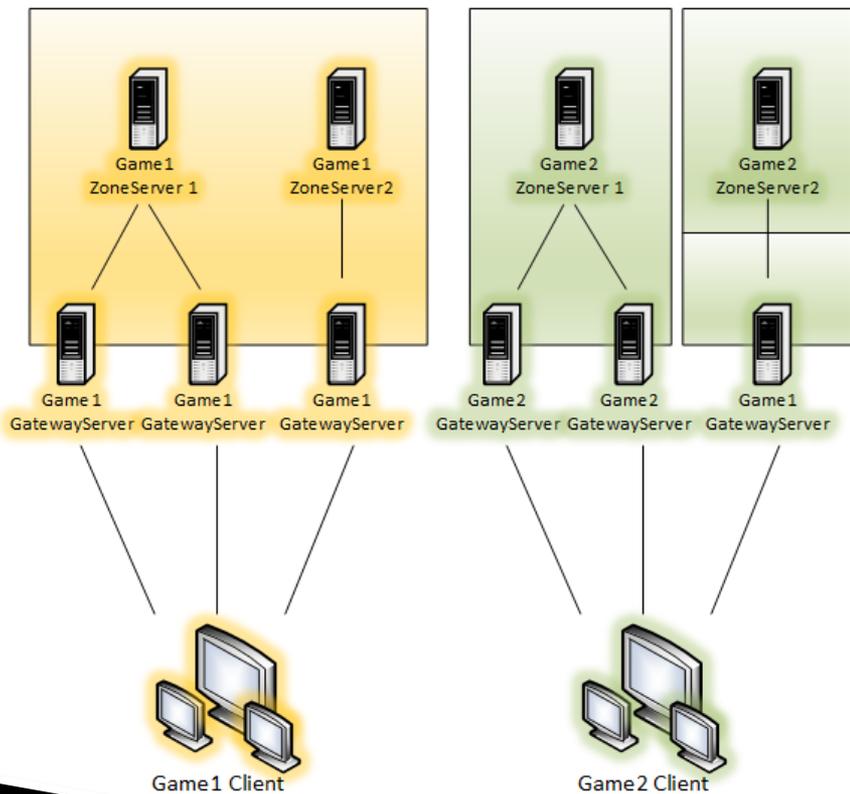
2

架构改进

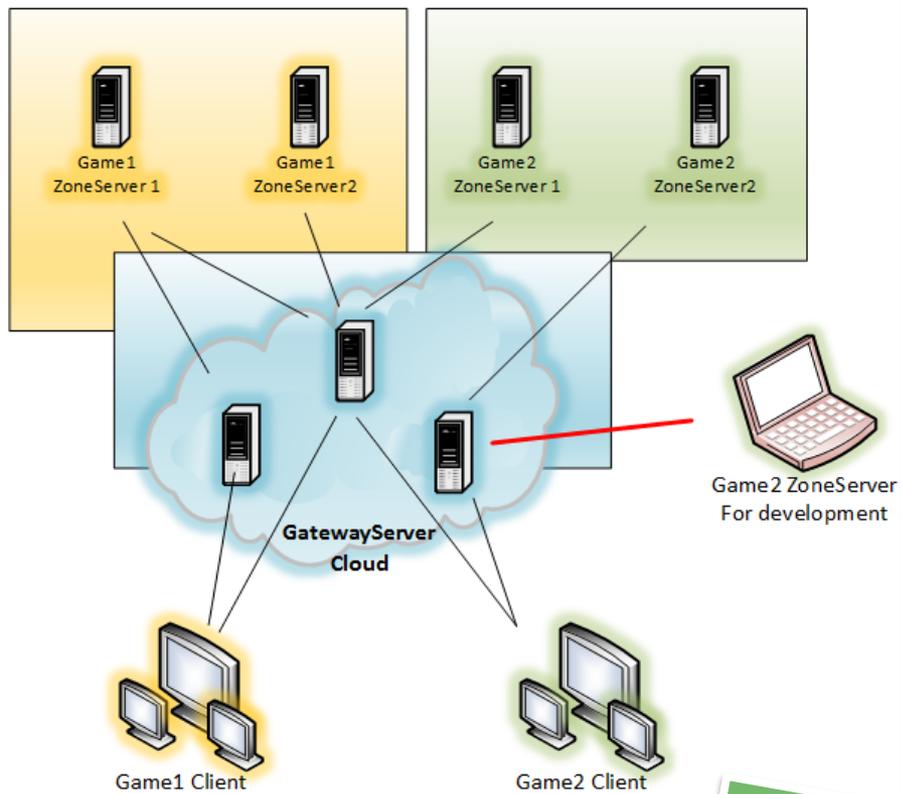
---

针对Docker环境

# A 对比图

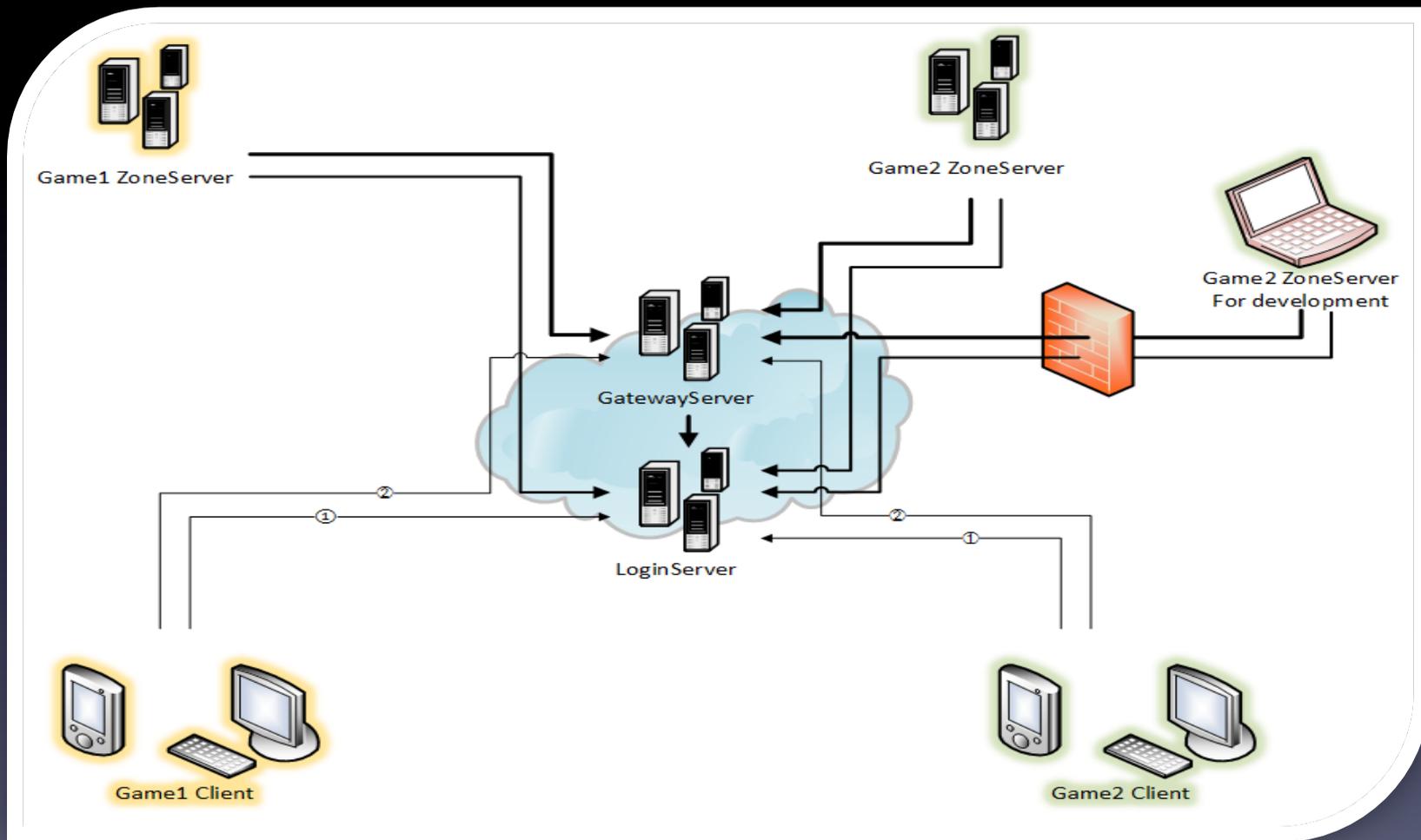


现行  
架构

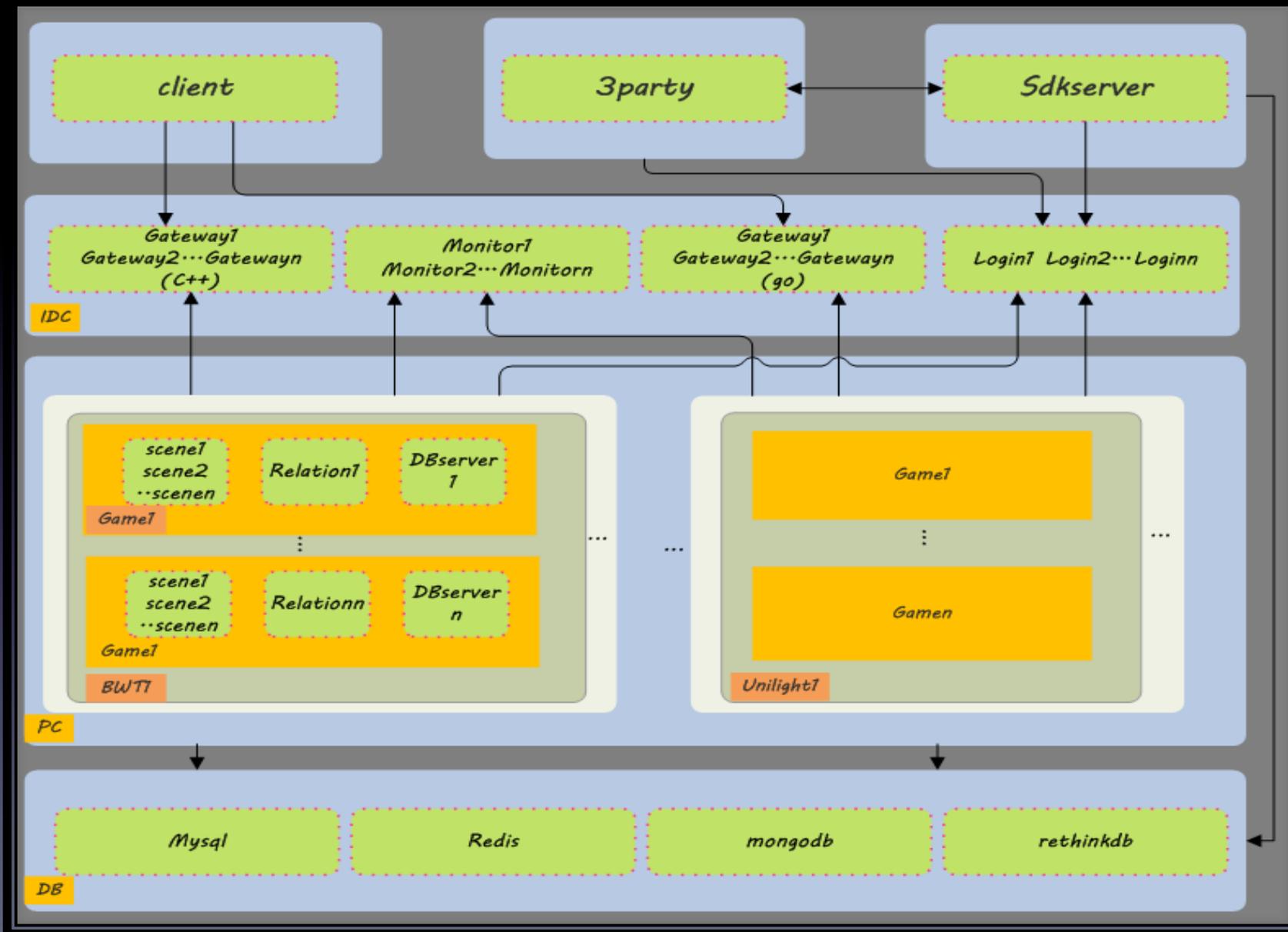


Uni  
Server

# B 改进拓扑图



# C 改进结构图

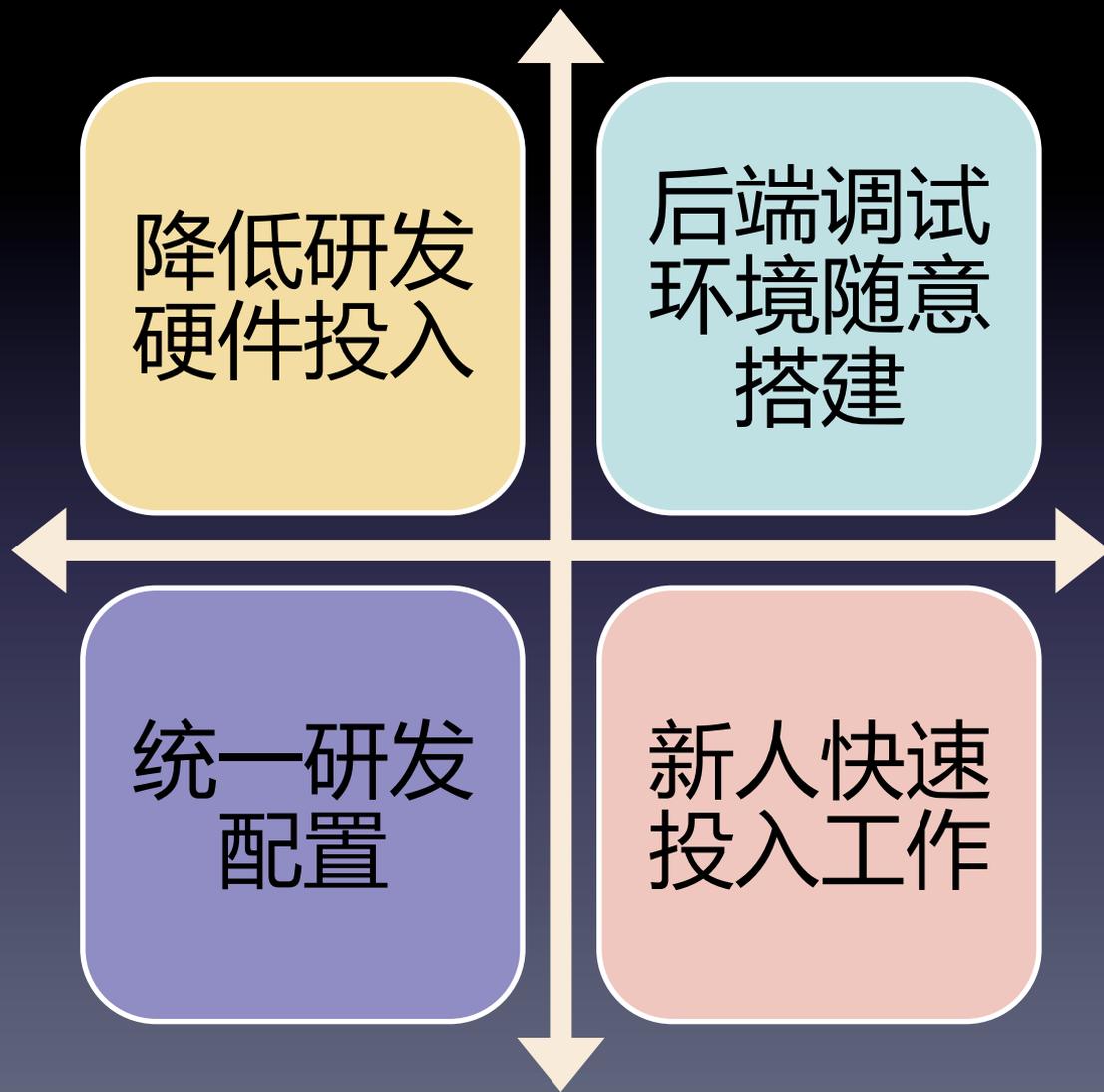


3

docker化

A

# 开发环境



B

# 运营环境

1

生产环境标准化

2

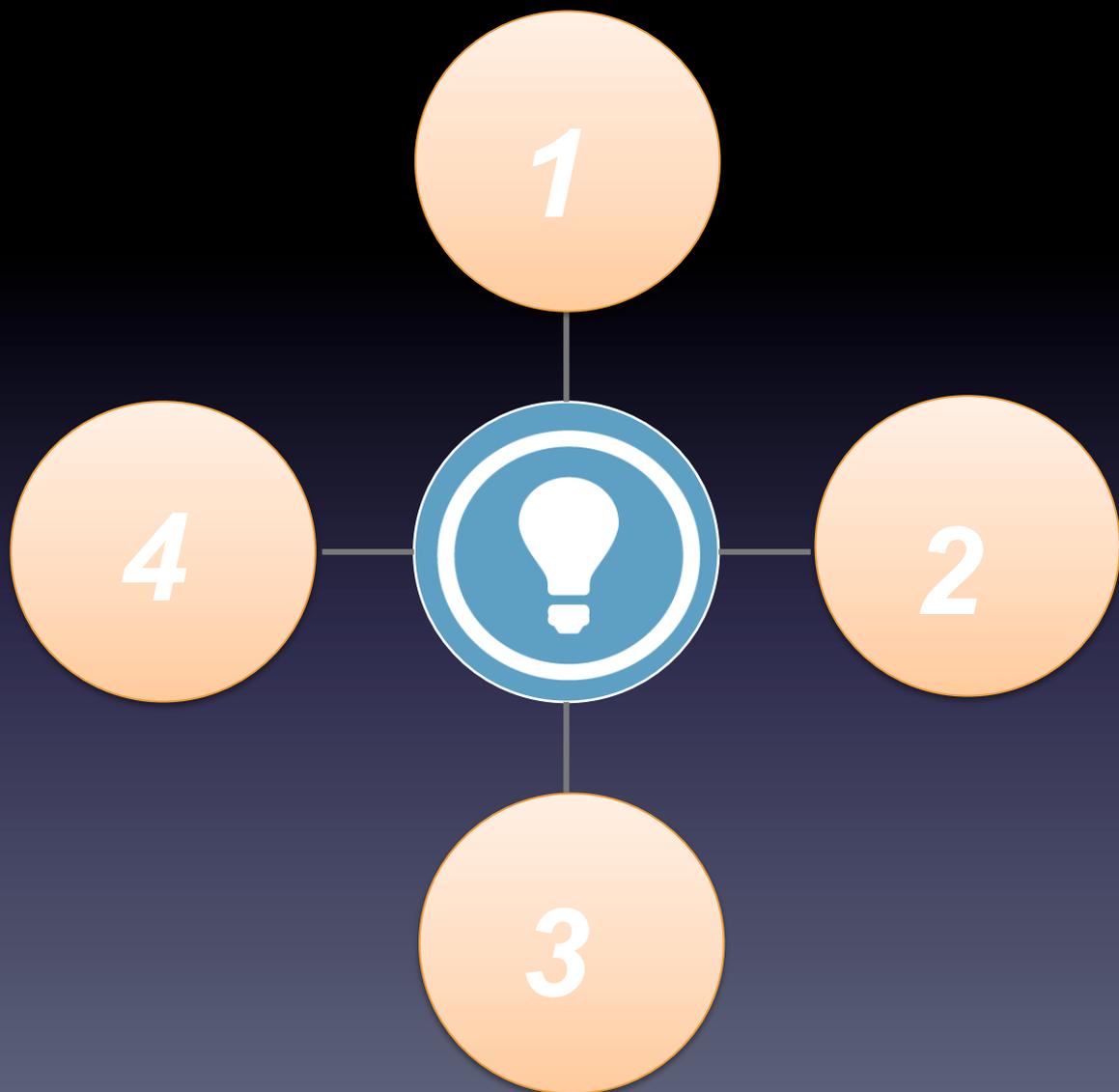
运维人员培训成本低

3

硬件资源利用率高

4

应对市场弹性空间大



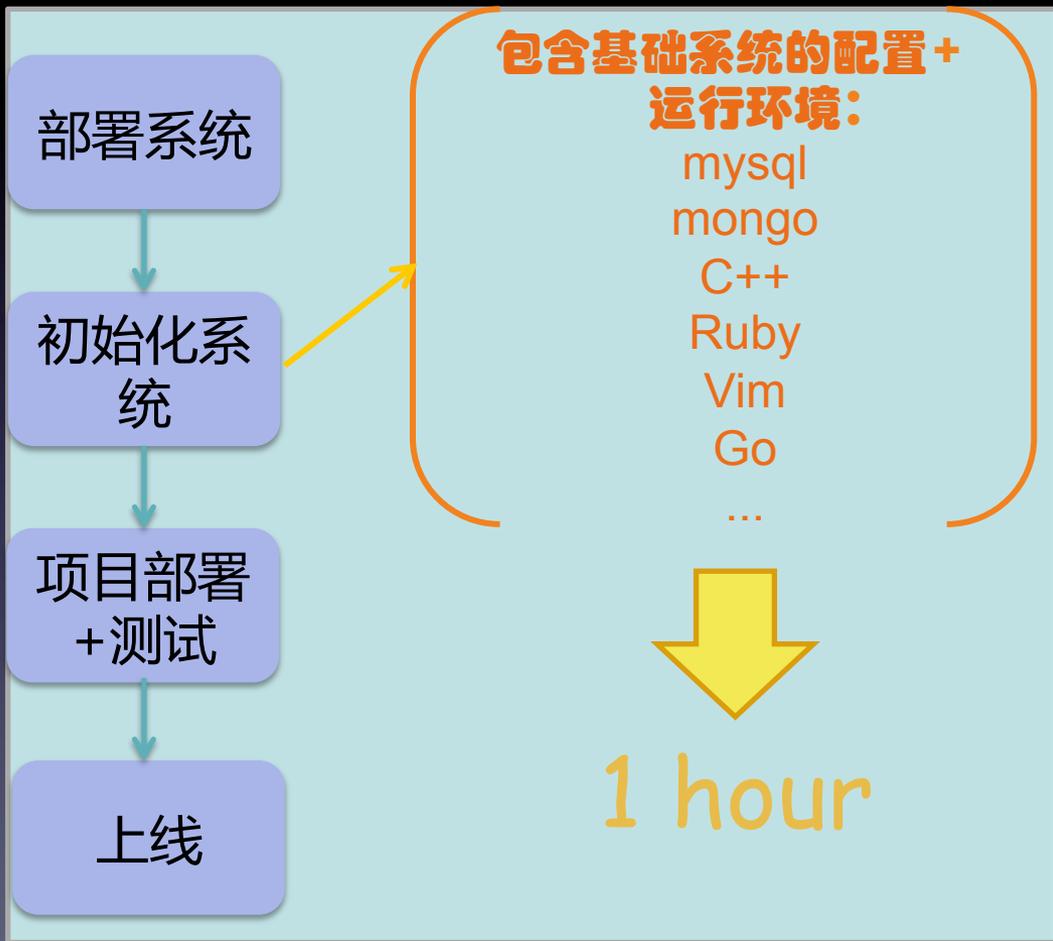
# C

# 部署流程

传统方式部署一台



Ubuntu 14.04



我们部署所花的时间为:

Ubuntu 14.04

1 hour

+

Ubuntu 14.04

1 hour

+

...

+

Ubuntu 14.04

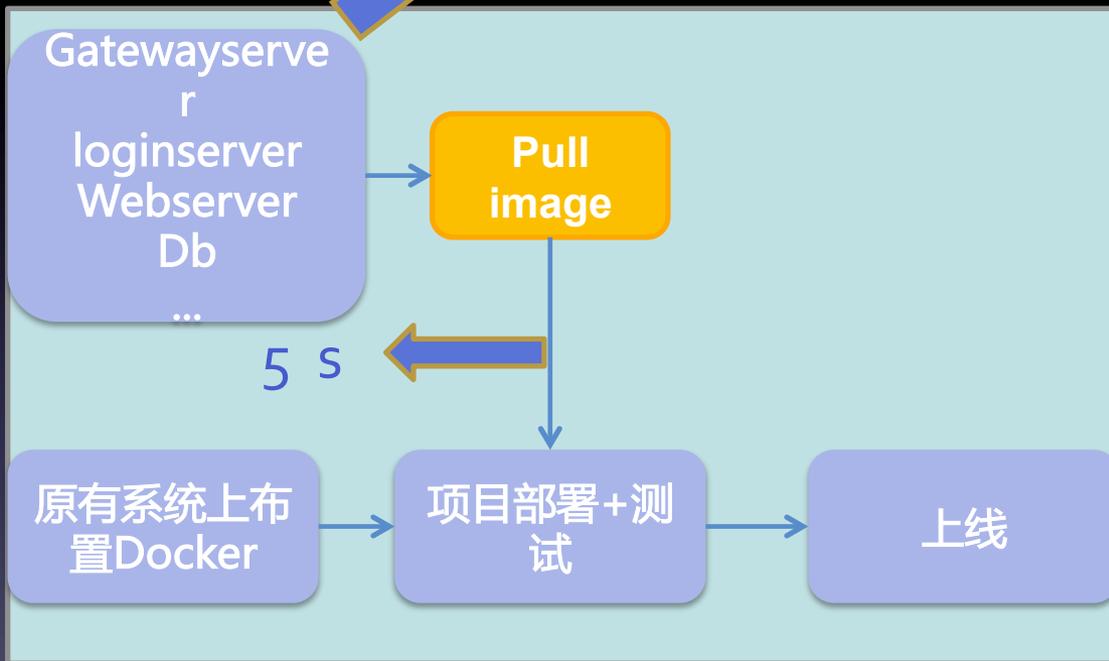
1 hour

# C 部署流程

## Docker服务器部署

1.5 hour

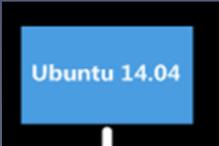
★ 流程：



★ 优势：

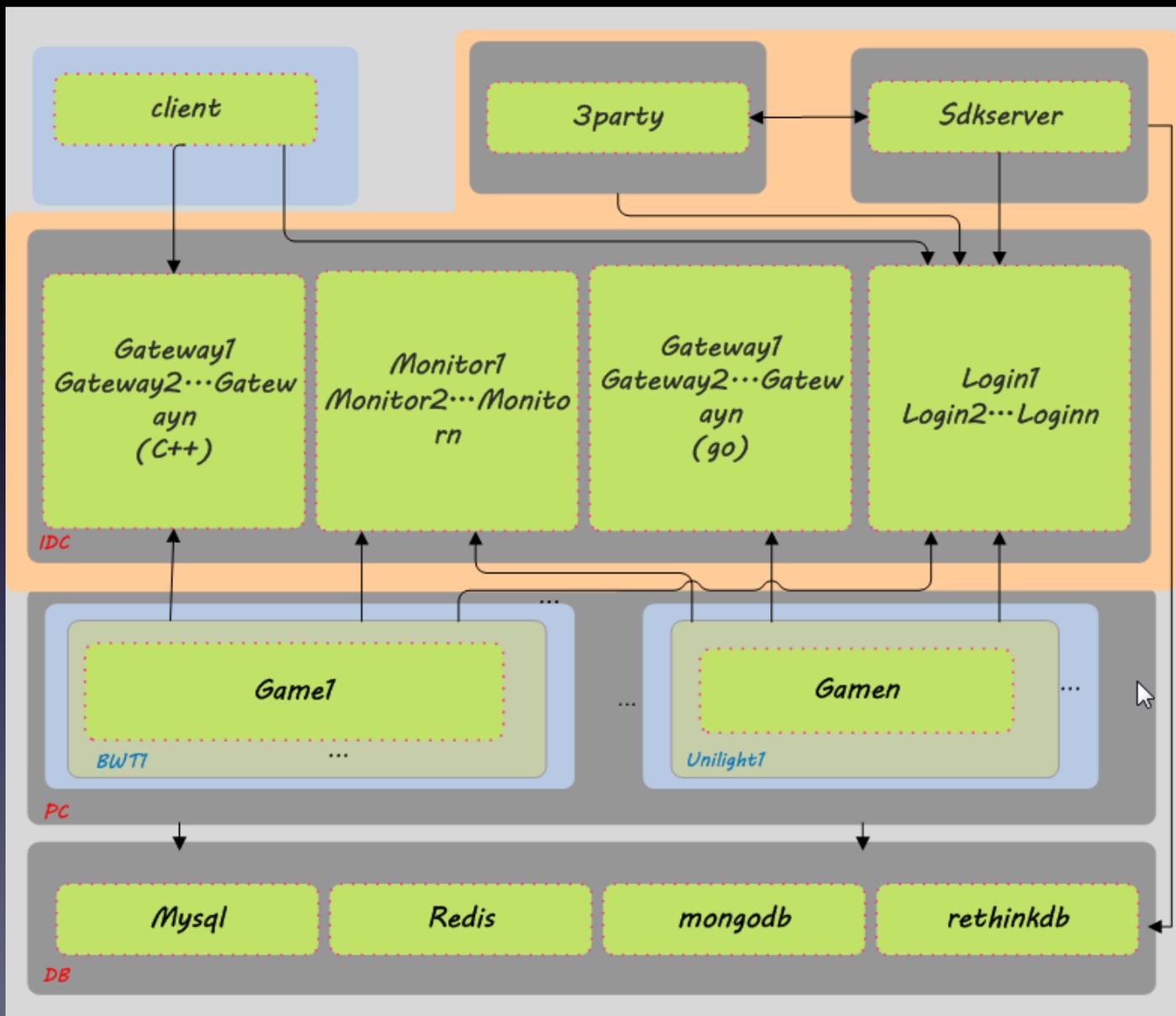
一次构建  
处处运行

我们部署所花的时间为：

1.5 hour + (  5 s ) X n

D

# 结构图



游戏云

谢谢观看！

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