



Università
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On Casanova and Databases

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- Framework for game programming
- Common problems with database researches
- Game Modeling:
 - Data modeling
 - Declarative rules for world evolution
 - Automatic optimization



Massive Multiplayer Games

- Persistent data with synchronization with clients
- Client-side prediction and lag-compensation (local write + validation, eventual consistent semantics)
- Match-making (through real-time data-mining): segmenting players for best game experience
- Automatic team creation
- Finding useful game patterns from previous game logs