Perspective on Web Game Tech from the Instant Games team

Chris Hawkins
Partner Engineer, Facebook
Quick Intro to Instant Games

- Game logic
- Graphics
- Audio
- Input
- (Hosted on our CDN)

- Authentication
- Ads
- IAP
- Platform UI (e.g. friend selector)
Our Goals

Problems we want to solve

• Instant Games need to be able to monetize effectively

• Instant Games should be able to tap into a social network in order to be played together

• Instant Games should be developed by trusted developers and be positive experiences for players

Problems we would like help with

• High game fidelity is harder to achieve on Instant Games (graphics, input)

• Battery life, crashing issues, performance

• Protecting assets in developer’s games
Notable issues for Instant Game developers

• Device capabilities are difficult to infer, which makes crashes more likely (e.g. out of memory)

• Webviews aren’t at feature parity with browsers (web workers, getUserMedia)

• IP protection for game developers (assets are more easily stolen from web games)

• Caching and loading game assets intelligently

• WASM mobile support and tooling for debugging
Questions?

chrishawkins@fb.com

facebook gaming