

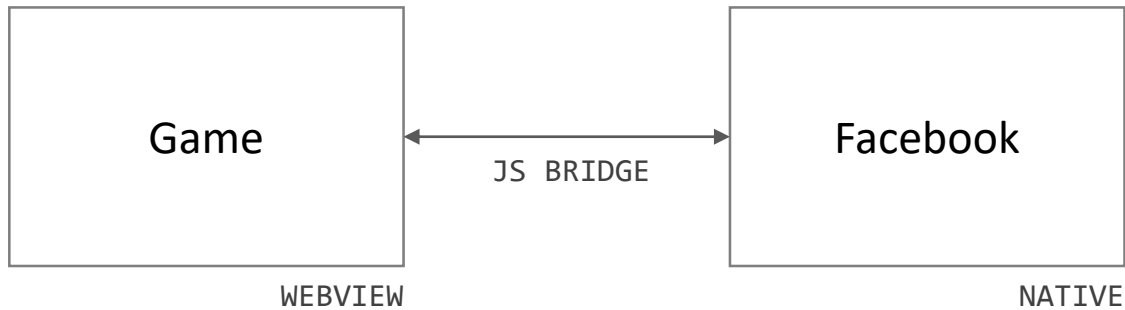
Perspective on Web Game Tech from the Instant Games team

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facebook gaming

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?

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