

100.000 independent clients
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A crash
A failure occurs
At design time
Attempts to change data
Change landscape feature in game world
Character database
Character database
Deployment time
Detects event, record it in log, continues in normal operation
Detects events, record it in log, continues in normal operation
Developer
Events are processed, game world state updated
Expansion development finished
Game world component
Game world server(s)
Generate on average 2 character events per second
Immediately
Internal to the system
Internal to the system
Makes modification without side effects
Non-player character AI process
Normal operation
Normal operation
Normal operation
Normal operation
Online
Patch server(s)
Realm server
Records access attempt, protects from data change
Request 76 GB expansion set download
Requests are processed, downloads are completed without data loss
System of unknown identity
System tester
Test environment setup and tests executed without failures
With maximal 50 ms latency
Within 10 minutes
Within 15 minutes, covering all use cases
Within 5 hours
Within 5 seconds
Within one hour