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cover pretty much all the MOG genres  
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“ Development and Deployment of  
Multiplayer Online Games ”

(#DDMoG for short), consists of 3  
parts: ARCH(itecture),  
PROG(ramming), and DEPL(oyment).

Each part is planned as 3 volumes.

Current status: Part ARCH. Vol. I is  
currently available on Amazon. Vol. II  
– is in “ 3rd beta ” , and Vol. III – is  
in “ 2nd beta ” .

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## Development and Deployment of Multiplayer Online Games ...

In the multiplayer section you will  
learn the following : How to use  
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to use the popular socket-io library.  
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