Abstract

XMPP is the open standard for messaging and presence. It stands for Extensible Messaging and Presence Protocol, a set of protocols known for their wide range of application in Instant Messaging through presence, multi-party chat, voice/video calls, and generalized routing of XML data. An idea for a gaming framework has been developed and illustrated in this paper as a prototype for secure decentralized gaming servers trying to obtain easy transmission of data through XML. The concept introduced is meant to operate between client and server enabling data transmission through multiple servers hosting different domain-name similar to emails. XMPP is extended by a set of protocols called XMPP Extension Protocols (XEP). These XEPs allow developers to develop a generic middleware between gaming servers and gaming stations using XEPs such as publish/subscribe (pubsub), group management and Jingle.

References

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**Index Terms**

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**Keywords**

XGFX, Jingle, XEP, XMPP, Games, Pubsub