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

1. Peter Saint Andre, “XMPP : The Definitive Guide, Building Real-time Applications with...
Jabber Technologies”.
5. Oracle Java Documentation, “Why StAX?”.
6. XMPP Standards Foundation (XSF), “Online Games using XMPP”.
8. Tsung Erlang Projects, “Documentation”.
12. Thomas Muldowney, “XEP-0027: Current Jabber OpenPGP Usage”.
15. Peter Saint-Andre, “XEP-0054: vcard-temp”.
17. Peter Saint-Andre, Tobias Markmann, “XEP-0082: XMPP Date and Time Profiles”.
19. Scott Ludwig, Joe Beda, Peter Saint-Andre, Robert McQueen, Sean Egan, Joe Hildebrand, “XEP-0166: Jingle”.
22. Philipp Hancke, Dave Crindland, “XEP-0288: Bidirectional Server-to-Server Connections”.

Index Terms

Computer Science Information Systems

Keywords

XGFX, Jingle, XEP, XMPP, Games, Pubsub