Fill in this questionnaire to prepare for a launch or event. If a question does not apply to your situation you can skip it. For instance, the questions about load test may not be relevant, if you choose not to perform load tests. Use this questionnaire as a checklist for you to make sure you considered the various aspects of a public game launch.

Further information: <https://docs.accelbyte.io/gaming-services/services/ams/launch-preparation/>.

### General

* When will the public be able to play the game (date and time):
* Type of event (e.g.: early access, platform launch, territory launch (e.g.: soft launch in a specific country), marketing beat (TV advertising push, free on Epic Game Store or live on GamePass)):
* Peak concurrent user count (PCCU)
  + Bear case (OK):
  + Bull case (good):
  + Home run case (wildly successful):

### Deployment

Which deployment will be used for each launch event?

* AGS Environment URL:
* AGS Namespace:
* AMS Image(s):
* AMS Fleet(s):
* Please fill in which Game mode(s), and Instance Types (VM or Bare metal) you will use:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Game Mode | AMS Instance Type | Servers per VM | Match Configuration (i.e.: 1v1, 2v2) | % players | Typical Session Length | Max Session Length |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

### Capacity planning

Please fill in which AMS regions you are enabling for your Game:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Region | Regional CCU by % of target peak CCU | Anticipated CCU upon gate opening | User ramp up / login queue rate | Fleet Max Size [DS] | Fleet Buffer Size [DS] |
| * North America East (us-east-2) |  |  |  |  |  |
| * North America West (us-west-2) |  |  |  |  |  |
| * Asia Northeast (ap-northeast-2) |  |  |  |  |  |
| * Europe Central (eu-central-1) |  |  |  |  |  |
| * Asia Southeast (ap-southeast-1) |  |  |  |  |  |
| * South America East (sa-east-1) |  |  |  |  |  |
| * Australia East (ap-southeast-2) |  |  |  |  |  |

### Capacity Limits:

* Are your account's capacity limits (per region and per instance type) sufficient for your target CCU?
* Do you use bare metal?
  + Which fallback fleets do you enable?

### Dedicated server performance and behavior

* Does the DS terminate under the following conditions:
  + When the last player has left and the game has ended?
  + When the last player has left and the game is no longer viable, e.g: the players will not reconnect back to the game?
  + When the DS has been claimed but no player connects?
* When a drain signal is sent to the DS what actions does it take:
  + When in session?
  + When not in-session?
* Are timeouts in your fleet configured:
  + Session timeout is greater than your maximum session duration?
* Does your game server dynamically extend the session timeout (e.g. for persistent game worlds)?
* Does the DS spawn additional processes? If so, what is the trigger for spawning a child process, what is the child process responsible for and what is the trigger for terminating the child process?
* Have you stress tested your Instance type for your *Servers per VM* configuration? And checked DS performance metrics on Grafana?
* Have you tested your DS running on different instance types?

### Deployment Strategy and updates:

* Have you tested your deployment strategy (blue-green or canary)?
* When you update your game client, will it use the same claim keys (and therefore use the same dedicated server version) or new claim keys (and therefore require a new fleet to be active)?

### Monitoring and Debugging:

* Can you view logs of a *running* DS? And can you download logs of a *exited* DS (crashed or successful)?
* Do you collect DS logs and have you configured log sampling rules accordingly (e.g. 100% for crashes, 1-5% for successful servers)?
* Do you collect artifacts beside logs and core dumps? Which?
* Can you access Grafana Cloud for monitoring AMS metrics?
  + Do you know how to see claim failures in a given region?
  + Do you know how to monitor the number of Ready DS (buffer)?
* Do you plan to (periodically) monitor and adjust your fleet’s buffer size based on its requirement?

### Load Testing:

* Have you tested that your fleet can scale to your target PCCU?
* What are your external dependencies (Extend or otherwise)? If any, are they tested under load?

### Access Rights:

* Can all team members who need to operate AMS Admin Portal or other tools, access them?

### Other notes

*If any, write down other considerations or questions.*