

Forum:[Hack Forums](#)

Thread: [Trying to solve this Matchmaking Problem.](#)

INCEPTION_V - April 16, 2017, 1:45 pm

EDIT Sorry wrong Forum!

Hello,

im currently trying to wrap my head around this interesting Problem.

So what im trying to implement here, is a basic matchmaking system for my Quiz mobile App (Server Side).

Background

For this task im using a ASP.NET Core App with Web Sockets for the Connections.

1. First i would Register the User in a Collection.
2. Find an Opponent Player.
3. Add those Players in a Match Collection ?

Implementation / Logic

1. Register User

Code // Usercollection just stores the Socket and the Username
// very basic.

```
public static bool RegisterUser(GameSessionModel player) {  
    if(!UsersOnlineCollection.Contains(player)) {  
        UsersOnlineCollection.Add(player);  
        return true;  
    }  
    return false;  
}
```

2. Find Oponent

```
Code public static GameSessionModel FindOponent(GameSessionModel player) {  
    return UsersOnlineCollection.OrderBy(x => Guid.NewGuid())  
        .FirstOrDefault(x => x.Username != player.Username && x.IsAvailable);  
}
```

3. Store / Create Session with found Players

Now this is where im struggling so far....

How should i store them so i can continue to work with them in the Game.

What im thinking of is , store them in a Dictionary like this ?

Code // string is the Guid
// concurrentdictionary is a thread safe dictionary

```

public static ConcurrentDictionary<string, MatchModel> MatchSessions { get; set; }

public static void CreateSession(GameSessionModel playerOne, GameSessionModel playerTwo) {
    if (!MatchSessions.ContainsKey(playerOne.MatchGuid)
        && !MatchSessions.ContainsKey(playerTwo.MatchGuid)) {

        if (playerOne.MatchGuid == playerTwo.MatchGuid) {

            MatchSessions.TryAdd(playerOne.MatchGuid, new MatchModel {
                PlayerOne = playerOne, PlayerTwo = playerTwo
            });
        }
        else {
            ???
        }

    }

}

```

Would this go in the right direction? Or is there a better way ? wich im sure there must be :)

iNCEPTiON_V - April 18, 2017, 5:48 am

Can be closed. Solved it, now the matchmaking works fine.

tuNNelZ - April 18, 2017, 5:49 am

You need to be L33T Or Uber Or 3PIC to close your threads. suggest contacting an admin to do so.

iNCEPTiON_V - April 18, 2017, 5:54 am

(Apr 18, 2017 05:49 AM)tuNNelZ Wrote: [\[CITE\]](#) You need to be L33T Or Uber Or 3PIC to close your threads. suggest contacting an admin to do so.

Thanks didn't now that!