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Abstract—This paper discuss the project results of the centralized storage for the client generated statistical data. The project aims was to fill the following requirements: (1) a new web API where local client statistics can be reported to a highly scalable and redundant central database, (2) to enable a user to easily save/share their connection results on a separate webpage, or with a widget that could be easily embedded on a forum page, and (3) to produce aggregate reports suitable for infographics, generated from the data reported by all users. Sample reports could be filtered by game, ISP, region, or some combination thereof.

[REDACTED]



