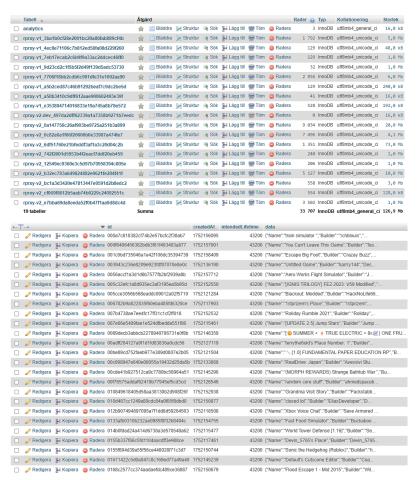
Xbox UI Launcher

Xbox UI Launcher is a project mainly led by DaWizardBoi which is an attempt to restore the legacy Roblox Xbox interface and make it playable again, for preservation's sake.

My involvement in this comes in the form of web development, the game makes a ton of API calls to the Roblox website to be able to view game charts, information among other things. For this to work, you have to use a proxy. Roblox doesn't allow their games to directly access their APIs, for security reasons. So I made and am currently hosting the proxy that makes this game work.

Due to the fact the game has a server size limit of 1, each player in the game makes a ton of requests and this adds up on my end. To mitigate the load, I've implemented a custom method for aggressive caching. This utilizes MySQL to temporarily store the response to a URL that's already been processed before, so similar requests are given a cache instead of being proxied to Roblox repeatedly.



Everything is programmed in PHP and while I can't show the code for the individual endpoints as it contains an access token, I can show you the implementation of my caching script. It is a script that gets loaded by every endpoint by using "require". https://emk530.net/share/libCache.txt

To the reader, ignore the heavy usage of fixed paths for my cacheLog file. It was necessary because the working directory of the script is not always the same.