1.	Record Nr.	UNINA9911019298503321
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	Titolo	Networking and online games : understanding and engineering multiplayer Internet games / / Grenville Armitage, Mark Claypool, Philip Branch
	Pubbl/distr/stampa	Chichester, England ; ; Hoboken, NJ, : John Wiley & Sons, c2006
	ISBN	9786610606085 9781280606083 1280606088 9780470030479 047003047X 9780470030462 0470030461
	Descrizione fisica	1 online resource (234 p.)
	Classificazione	54.81
	Altri autori (Persone)	ClaypoolMark BranchPhilip
	Disciplina	794.8/1526
	Soggetti	Video games - Programming TCP/IP (Computer network protocol) Video games
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Networking and Online Games; Contents; Author Biographies; Acknowledgements; 1 Introduction; 2 Early Online and Multiplayer Games; 2.1 Defining Networked and Multiplayer Games; 2.2 Early Multiplayer Games; 2.2.1 PLATO; 2.2.2 MultiUser Dungeons; 2.2.3 Arcade Games; 2.2.4 Hosted Online Games; 2.3 Multiplayer Network Games; 2.3.1 DOOM - Networked First-Person Shooters Arrive; References; 3 Recent Online and Multiplayer Games; 3.1 Communication Architectures; 3.2 The Evolution of Online Games; 3.2.1 FPS Games; 3.2.2 Massively Multiplayer Games; 3.2.3 RTS Games; 3.2.4 Sports Games 3.3 Summary of Growth of Online Games3.4 The Evolution of Online Game Platforms; 3.4.1 PCs; 3.4.2 Game Consoles; 3.4.3 Handheld Game Consoles; 3.4.4 Summary; 3.5 Context of Computer Games;

Sommario/riassunto	The computer game industry is clearly growing in the direction of multiplayer, online games. Understanding the demands of games on IP (Internet Protocol) networks is essential for ISP (Internet Service Provider) engineers to develop appropriate IP services. Correspondingly, knowledge of the underlying network's capabilities is vital for game developers. Networking and Online Games concisely draws together and illustrates the overlapping and interacting technical concerns of these sectors. The text explains the principles behind modern multiplayer communication systems and the techniqu