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| 1. Record Nr. | UNISOBSOBE00059254 |
| Autore | Plato |
| Titolo | Werke / Platon |
| Pubbl/distr/stampa | Göttingen : Vandenhoeck & Ruprecht |
| Descrizione fisica | v. ; 24 cm |
| Lingua di pubblicazione | Tedesco |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
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| 2. Record Nr. | UNINA9911049155003321 |
| Autore | Abela Paolo |
| Titolo | Going Multiplayer : A Complete Guide: From Design to Post-release / / by Paolo Abela |
| Pubbl/distr/stampa | Berkeley, CA : , : Apress : , : Imprint : Apress, , 2025 |
| ISBN | 979-88-6882-031-1 |
| Edizione | [1st ed. 2025.] |
| Descrizione fisica | 1 online resource (191 pages) |
| Collana | Professional and Applied Computing Series |
| Disciplina | 794.8/151 |
| Soggetti | Video games - Programming
Game Development |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di contenuto | Chapter 1: Why is it so hard to make a multiplayer game? -- Chapter 2: How the internet works -- Chapter 3: Developing a multiplayer game -- Chapter 4: Going global -- Chapter 5: Monetization -- Chapter 6: Optimizing your multiplayer game -- Chapter 7: Common multiplayer features -- Chapter 8: User generated content. |
| Sommario/riassunto | Design, implement, release, and maintain a multiplayer experience! Find out what challenges, risks, and upsides you need to be aware of from day one! Through real-world examples inspired by games such as |

League of Legends, Ariokan, and Morimens, the book covers the differences between developing multiplayer and single-player games, diving into the details of how the communication between different devices works, how to structure a multiplayer project depending on what you're developing, how to prepare it for a global launch from a technical and monetization perspective, as well as how to protect the game. It also explains how to develop common features shared by several multiplayer titles. Maintaining an engine-agnostic approach as much as possible, the book uses both Unity and Epic Games products and services as a reference. The book takes the collectible card game Ariokan as a reference to explain some dynamics and challenges of multiplayer games that revolve around user-generated content. You Will Learn · What pieces you need to build to have a globally accessible multiplayer experience and how they work · How communication and synchronization work in a multiplayer game and how to design around that · The different types of monetization strategies that you can implement to generate revenue from your game · How User Generated Content-centric games work and the challenges related to them.
