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	Titolo	Going Multiplayer : A Complete Guide: From Design to Post-release / / by Paolo Abela
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	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
	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