**Findings**

This chapter provides a brief introduction into the aspect of multiplayer in videogames. Generally, videogames can have a greater life and provide greater value to the players if they allow interaction with other humans.

This interaction can either be collaborative or competitive. Usually games combining both aspects in the form of team games are the most attractive. Some solely single player games do break through and become popular, but since ancient times the popular games have mainly been ‘multiplayer.’ This trend is now being followed too with almost all games implementing multiplayer modes.

Multiplayer not only provides the highly valued experiences of collaboration and competition, but also allows users to interact with their friends and go through fun experiences with them. It may also allow people to further discover who their friends are and observe how they act under game pressure. Lastly, it also allows players to explore themselves and see how they themselves act in different game situations.

That does not mean that single player games are going out of vogue. Just like any other recreational activity, sometimes players need good alone time when playing games, so they serve a purpose too. Therefore, games nowadays implement both single player and multiplayer versions, but the focus is usually on the multiplayer to ensure players keep playing the game for a longer period of time.

It is warned not to implement multiplayer just for its ‘coolness’, because it can be hard to pull off correctly. It’s a difficult task, but the payoff is proportionally great too

**Implementation**

We had been considering the possibility of multiplayer in our game, and had been urged by Mindstorm Studios to implement it in our 2nd semester. After reading this chapter, I believe the team needs to discuss amongst its members the goals, expectations and features of multiplayer more definitely.

A well-implemented multiplayer could make our endless runner a unique game that attracts market attention, but a poorly implemented one will similarly ruin it. We will need to implement the game so as to be able to cater to 2 human players on different mobiles riding on same track and putting hurdles in each other’s ways.

If the lag is not a lot, we can also develop a ‘team sports’ version of this game, by having 2 vs 2 game mode in multiplayer. In Need For Speed Carbon, the concept of a wingman was introduced which we can import into our game. This wingman basically follows the racer and does as he says during the game e.g. bump into the other racer’s vehicle, give his racer a speed boost by allowing him to drag behind his own vehicle. Implementing this model would mean that in a team of 2, one racer is responsible for getting to the finish line while his wingman strategically obstructs the other team from doing so themselves.

An ‘endless runner’ version of this Wingman Mode could include three lives for each bike, with racers on the same team unable to collide with each other but able to collide with the opponent team’s bikes. Lives would be lost colliding with an obstacle, a traffic vehicle or falling off the track. This would prove a fun experience as the users would have to take into account human users actively trying to collide into them.