**Discussion**

This chapter discusses the importance of the players forming a community on the basis of the shared game experience. It’s not just enough to implement a multiplayer version of the game in terms of purely game-related features and expect all the benefits of multiplayer to attract the audience. Multiplayer mode definitely does allow the users to have a shared competitive and/or collaborative gaming session, but it is not enough for the players to feel a part of a community.

Communities in games fulfill social needs of each player. They also result in the game becoming a deeper part of some players’ lives, leading to more referrals and users trying the game. The game ceases to be just a game’ and becomes integrated into the player’s life. With such devotion, it is effortless for the player to be able to spend greater number of hours playing the game than he would if he did not feel connected to the community.

Then follows a list of strategies the game designers can implement to ensure a stronger community within their game:

1. **Foster friendships** (facilitate communication and bonding)
2. **Put conflict at the heart of the game** (conflict with anything in game)
3. **Use architecture to shape your community** (compulsory congregation before initiating game session)
4. **Create community property** (asset or status symbol owned by a group of players)
5. **Let players express themselves**
6. **Support three levels: newbie, player, elder**
7. **Force players to depend on each other**
8. **Manage your community**
9. **Obligation to others is powerful** (facilitate game commitments by allowing guild leaders to specify minimum ranking for membership in certain guilds)
10. **Create community events**

At the end of the chapter, ‘Griefing’ as a problem is discussed and solutions to prevent it are outlined. Some players enjoy ruining the game experience of others by ‘unnecessarily’ targeting them.

**Implementation**

Reading this chapter has made me realize that the feeling of being connected to a game’s community s not just about providing a cool multiplayer mode, so we will definitely try to develop this aspect of the game. I remember

While all of the listed strategies are impractical for us to implement, we can definitely include ranking system, game lobbies with chat feature included, guilds with differently ranked players, guild tournaments and guild challenge matches. The guild will prove to keep many players attracted, if the game alone provides a good experience. Guilds can benefit by its racers racing daily and then having some collective reward for the guild’s members. Guild matches may be in the ‘best of X’ format, where the first guild to win a minimum number of matches will win the entire series. This will aptly implement ‘team sports’ aspect (collaborative + competitive game) which we have studied about in previous chapters.

For extra bonuses during racing, we have already forced players to take a wingman while racing. This will force even guild-less players to at least find a partner for individual racing matches, so as to even out the advantage the opponent may have with his or her wingman.

Though it would be extremely difficult to implement, we could also make an audio ‘walkie talkie’ system between two teammates in a team match, so that they can communicate to each other while dashing through traffic to communicate strategies about colliding with other opponents and what to do next (providing speed boost, colliding with opponents or coming in front and taking the collision with an obstacle and saving the main racer’s bike health. The possibilities are endless, but this feature will only look good with a very realistic graphics system which is beyond our capabilities at the moment.

To prevent griefing, we need only implement some checks on the lobby chat and in-game audio chat, since those may contain obscenities. Our features are not so diverse as to enable griefers to harass novices by being a source of irritation.