

## Clash of clans

The game I currently play or have been playing nonstop for a decade without losing any interest is clash of clans. The game was released in 2012 by a Finnish gaming company called “SUPERCELL”. After its release it immediately went viral and became very famous as a mobile game. But initially it was only released in ios platform and as an android user I could only lay my hands onto this game in late 2013 when it debuted in android platform. Having more user, android made it one of the most famous mobile games of that time. The popularity has translated into revenue, making it one of the highest grossing mobile games of all time. Clash of clans has generated over seven billion dollars of revenue in its lifetime.

Clash of clans is an online multiplayer strategy-based action farming game. First, the player is introduced to his village as the chief of the village. As chief of the village, the players build and upgrade their villages, train troops and attack other players villages to loot resources. The player's responsibility is to manage this looted resource and plan real time strategy when attacking other players villages. On the surface the game looks very easy to grasp but it could also become a very deep rabbit hole if you think and plan different ways of attacking. There are different types of troops and spells to use in battles. Each troop has its own strengths and weaknesses. As you progress in the game, you will realize that choosing the right combination of troops, spells and timing of troops deployment becomes very important especially against well organized and well defended villages. On the other hand, you have to carefully adjust where to place defense objects in your own village to defend against attacks and protect your resources. The other great thing about this game is the clan system. Up to 50 members can form a clan. Each clan member can donate troops and spells to other members which can be deployed as extra troops in battles. The clans compete through wars, where two clan members fight each other. The winning clan gets points which help the clan to upgrade their level up to level 10. Each level offers some added benefits. This clan war thing is what made me like this game so much because it makes the game more competitive. And the fact that I can create a clan with my friends and enjoy the game together makes it a social and shared experience.

One downside of the game is, as you progress through upper levels, some upgrades can take months which makes the game very time consuming and sometimes the wait becomes boring. If you want to skip the waiting time you have to pay and it's not cheap. This system gives rich players an unfair advantage which always makes paid players the top players of the game.

Considering everything, clash of clans is still my favorite game because it requires strategy and creativity. On top of that, the fact that I can play the game along with my friends makes it a social thing as well. The chat system in the clan help us to have more conversation between us.