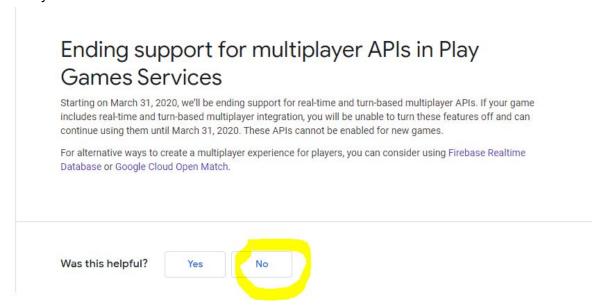
Firebase: this game is on fire

Today was a great day. We added Firebase to our project. Yaaaaaay! Previously we searched for multiplayer game services, as we wanted to use the multiplayer APIs in Play Games Services offered by Google. However these services have now been deprecated. This was a challenge for us as we had to find another way of connecting players efficiently.



In such a situation we have discussed with our supervisor, the amazing Dr. Darragh O'Brien. The alternatives that were available to us were to either use Firebase or Google Cloud Open Match. After careful consideration and detailed analysis we have found that Open Match was not stable yet as it's a very new service offered by Google. As such, we have decided to use the more robust

Firebase.

After about two hours of trying to fix dependency conflicts, we have been successful in adding Firebase to our app.

Now, we only need to integrate the functionality and we have our deliverables done for our next meeting with our supervisor.

