

# Firestore: this game is on fire

Today was a great day. We added Firestore 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.

## Ending support for multiplayer APIs in Play Games Services

Starting on March 31, 2020, we'll be ending support for real-time and turn-based multiplayer APIs. If your game includes real-time and turn-based multiplayer integration, you will be unable to turn these features off and can continue using them until March 31, 2020. These APIs cannot be enabled for new games.

For alternative ways to create a multiplayer experience for players, you can consider using [Firestore Realtime Database](#) or [Google Cloud Open Match](#).

Was this helpful?

Yes

No

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 Firestore 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 Firestore.

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

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

### × Add Firestore to your Android app

- ✓ Register app  
Android package name: com.example.countdown, app nickname: Countdown
- ✓ Download config file
- ✓ Add Firestore SDK
- 4 Run your app to verify installation

✓ Congratulations, you've successfully added Firestore to your app!

Previous

Continue to the console

