Starcraft II

It was released worldwide in July 2010 for [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows) and [Mac OS X](https://en.wikipedia.org/wiki/Mac_OS_X). A sequel to the 1998 video game [*StarCraft*](https://en.wikipedia.org/wiki/StarCraft_(video_game)) and the [*Brood War*](https://en.wikipedia.org/wiki/StarCraft:_Brood_War) expansion pack, the game is split into three installments: the base game, subtitled *Wings of Liberty*, an [expansion pack](https://en.wikipedia.org/wiki/Expansion_pack), [*Heart of the Swarm*](https://en.wikipedia.org/wiki/StarCraft_II:_Heart_of_the_Swarm), and a stand-alone expansion pack, [*Legacy of the Void*](https://en.wikipedia.org/wiki/StarCraft_II:_Legacy_of_the_Void).*StarCraft II* was praised for its engaging gameplay, as well as its introduction of new features and improved storytelling

Why not Starcraft II?Why it is a bad investment?Why this game has no future with respect to esports?

**Esports** is a form of [sport](https://en.wikipedia.org/wiki/Sport) competition using [video games](https://en.wikipedia.org/wiki/Video_game). Esports often takes the form of organized, [multiplayer video game](https://en.wikipedia.org/wiki/Multiplayer_video_game) competitions, particularly between [professional](https://en.wikipedia.org/wiki/Professional_sports) players, individually or as teams.**The game(starcraft 2) was criticized for lacking features that existed in the original *StarCraft* game including** [**LAN**](https://en.wikipedia.org/wiki/Local_area_network) **play and the ability to switch between multiplayer regions which makes it a huge concern that the game has no future in eSports field.**

*StarCraft II* does not offer the ability to play directly over a [local area network](https://en.wikipedia.org/wiki/Local_area_network) (LAN), as is possible with *StarCraft*; all network games are routed through the Internet via Blizzard's gaming servers.The [latency](https://en.wikipedia.org/wiki/Latency_(engineering)) delay between commands issued and game response when played online is greatly reduced when playing over a LAN and this allows for much finer control over in-game units;there were concerns that a professional scene would not develop as a result.Over 250,000 fans signed a petition asking Blizzard to add LAN play to *StarCraft II*, before the game's release.[Currently, Blizzard has no plans to support LAN play till then it’s a dead eSports. Although it does not change the routing of the game through Blizzard's servers, a 'Players Near You' feature was added in *StarCraft II* patch 2.0.4, to help with organizing games with other players on the same local network.These issues make it concerning whether this game is a good investment or does it even has a future.

If not Starcraft II then what?

In the last decade we have seen a number of games rise in the eSports sector and anyone of that could be a great investment.We have games like league of legends,this game is often cited as the world's largest [esport](https://en.wikipedia.org/wiki/Esports), with an international [competitive scene](https://en.wikipedia.org/wiki/League_of_Legends_in_esports) composed of 13 leagues. The [2019 League of Legends World Championship](https://en.wikipedia.org/wiki/2019_League_of_Legends_World_Championship) had over 100 million unique viewers, peaking at a concurrent viewership of 44 million, with a minimum prize pool of US$2.5 million. The [North American league](https://en.wikipedia.org/wiki/League_of_Legends_Championship_Series) is broadcast on [cable television](https://en.wikipedia.org/wiki/Cable_television_in_the_United_States) sports channel [ESPN](https://en.wikipedia.org/wiki/ESPN).

In 2012,supercell launched clash of clan which soon was loved by people all across the globe and caught the eye for an eSports environment with its strategic game style.In the past 5 years COC has created a seperate fan base and brought out some interesting competition.With the game developers listening to its audience and patching the game more frequently bringing out updates maintaining the balance in the game ensuring it to continue its competitive behaviour it is certain that they have a hold in the eSports scenario for the coming decade or so which makes it a good eSports investment.

Now if we wanna go for an eSports investment like something of a battle royale,Player Unknown’s Battleground is my pick.The game is just 3-4 years old and has shown promising results.

* Most actively played video game on Steam – Recorded a peak of 1,984,278 concurrent players as of Oct 10th, 2017\*
* Fastest time for a Steam Early Access video game to gross $100 million in revenue – 79 days, achieved on June 10, 2017
* First non-Valve video game to be the most played game on Steam – First topped the Steam charts on Aug 27th, 2017
* Fastest time for a Steam Early Access video game to sell one million units – 16 days
* Most concurrent players for a Steam Early Access video game – 2.6m
* Most concurrent players on Steam for a non-Valve video game – 2.6m
* The first video game to reach 2m concurrent players on Steam

Apart from its outstanding debut as a game,it soon entered the eSports scenario in early 2018 and soon The PMCC which was held in 2018,the **first LAN tournament** for **PUBG Mobile** in India. The **event** was massively popular and saw about 2,50,000 registrations from 1,000 colleges and 30 cities.The game became popular across the globe in no time for its outstanding gameplay and graphics.The year 2020 marked the first Global tournament in PUBGM history despite of the pandemic the records were of the chart.Now if this doesn’t make it a good esports investment then nothing will.

The developers of PUBGM listens to the fan and try to keepup with the requirements that are required for the proper functioning of the esports ecosystem.Regular updates patch fixes ensures the game isn’t losing its market for the next decade or so.

We have a number a choices to choose from if wee want to invest in eSports these three games have a lot of potential and has a future its up to us whether we wanna be a part of this future of not.