Disadvantages of Designing Online Games for game developers

Computer Engineering

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Term Paper Outline

Major: Computer Engineering

Research Question: What are the most significant disadvantages of Designing Online Games for game developers?

Aim: The aim of this paper is to identify the disadvantages of Designing Online Games for game developers.

Type of Focus: Disadvantages.

Introduction: Type your introduction (including the thesis statement) in the space below.

What does a jobless person in a restaurant for food, a checkout worker in a supermarket, and a depressed university student have in common? They are all have been seen playing online games. A growing number of people are joining the world of online games. Also, some people have thrown millions of dollars behind online games, so as a game designer, it is important to learn as much as possible about how it works and address some of the design considerations peculiar to online games. The term online games refers to games that are played online via the Internet. Game developers offer some features to players to attract people who might not otherwise play computer games such as offering opportunities for social interaction that enhances the players' enjoyment of the experience, allowing purely competitive (everyone for himself), purely cooperative (us against the machine), or team-based (us versus them) play, and allowing players to play with anyone at any hour of the day or night. However, playing games over a network presents the designer with certain challenges as well. Technical issues, design issues, and technical security are three disadvantages of Designing Online Games for game developers that they should address the design considerations of them.

Main Points:

I. Technical issues

a. Glitch in the network

i. Game will not get some of the information it needs because of a glitch in the network or packets (of information) can also arrive out of order (Ve´ron, M., Marin, O., Monnet, S., & Guessoum, Z., 2014).

ii. Response to the evidence: Designer should have a unique serial number for every packet, in sequence, so that he/she can tell if one missing or if packets are arriving in the wrong order.

b. Bad (poor) internet connection

i. In many games, a faster connection translates into a gaming advantage, making players with high-speed connections more likely to win the game (Lehn, Max & Triebel, Tonio & Rehner, Robert & Guthier, Benjamin & Kopf, Stephan & Buchmann, Alejandro & Effelsberg, Wolfgang, 2014).

ii. **Response to the evidence:** Designer can design around this by making the game turn-based or trying to match up opponents on the basis of their connection speeds.

II. Design issues

a. Arriving players

i. Players can log on waiting to play the game at any time, and the game must be capable of dealing with them intelligently (Adams, E., 2010).

ii. Response to the evidence: the usual solution for this problem in some games is to start new matches at frequent intervals and to have a waiting

area, or lobby, where the players can hang around while they wait for a new match to begin.

b. Disappearing players

i. Just as players can appear at any time, they can log off at any time, or lose their connection to the game (Adams, E., 2010).

ii. **Response to the evidence:** If players compete against one another and one player disappear, the other player continue to play against AI. If the game requires the players to work in teams, the disappearance of one player designer can deal with it by giving the person a chance to reconnect, assuming that it was by mistake.

c. Collusion

i. Cheating in which players who are supposed to be opponents work together in violation of the rules (Daniel, R., Rajsingh, E., & Silas, S., 2016).

ii. **Response to the evidence:** Designer cannot prevent players from colluding, but he/she can design the game to minimize the effect of cheating.

III. Technical security

a. Sensitive data stored on player's computer

i. Games stored data about a player that someone may tamper with any data kept on the player's machine to give that player unfair advantage (Morgan, G.,2009).

ii. **Response to the evidence:** The designer should not store any sensitive data on player's computer and he/she do not supposed to send the player data he is not supposed to have.

b. Sensitive operations

i. The player may hack the game and program it to win every time (Adams, E., 2010).

ii. **Response to the evidence:** The designer should not let players perform sensitive operation and he/she must always strike a balance between the amount of processing that the game does and the amount that the player does.

References

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