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Preview and Download of Multiplayer Games

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Preview and Download of Multiplayer Games

ABSTRACT

Online game players routinely browse and obtain multiplayer games from online game stores. In addition to enabling game downloads, many online game stores offer a trial mode in which a user can preview and play the game without downloading the entire game to their device. This disclosure describes techniques for preview and download of online multiplayer games. Per techniques of this disclosure, an online game store enables users to preview an online game without a full download to their device. The user can also invite other users to simultaneously join the preview. During or subsequent to the preview, any of the participating users can request to download the game.

KEYWORDS

- Game store
- Online gaming
- Multiplayer game
- Collaborative gaming
- Game preview
- Instant preview
- Game download

BACKGROUND

Online game players routinely browse and obtain multiplayer games from online game stores such as those provided by game console providers, independent game stores, application stores run by operating system providers, etc. In addition to enabling game downloads, many

online game stores offer a trial mode in which a user can preview and play the game without downloading the entire game to their device.

DESCRIPTION

This disclosure describes techniques for preview and download of online games. Per techniques of this disclosure, an online game store enables users to trial (preview) an online game such as a multiplayer game. The user can also invite others (e.g., friends) to simultaneously join the game preview. During the preview or after completion of the preview, any of the participating users (players) can request a download of the game for all (or a subset of) participating users. Upon obtaining permission from the participating users, download of the game is automatically initiated to the devices of the participating users.

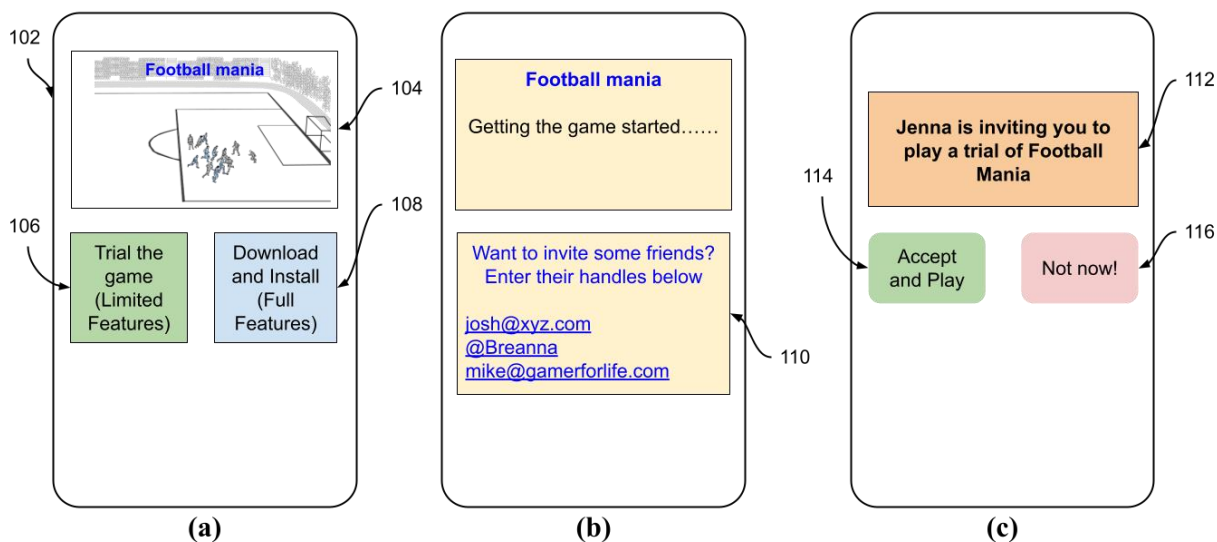


Fig. 1: A user can preview a game and invite friends to preview the game jointly

Fig. 1 illustrates an online game preview, per techniques of this disclosure. As depicted in Fig. 1(a), a user of user device (102) is provided with an option (106) to play the game in a trial (preview) mode, in addition to the option to download and install the game (108). In some implementations, the trial mode may only have limited features.

The user is additionally provided with an option to tag friends and invite (110) them to participate in the trial mode, as depicted in Fig. 1(b). In some implementations, with appropriate user permissions, information regarding devices located proximally to a user device can be utilized to generate suggestions of other users who can be invited.

Based on invitations issued by a first user, notifications (112) are provided to other users via their user devices to join the preview, as depicted in Fig. 1(c) with options to accept (114) or decline (116) the invitation. Other users who accept the invitation from the first user can participate in the same preview as the first user. Multiple users can launch the game in multiplayer mode with other players that join from the same original invitation.

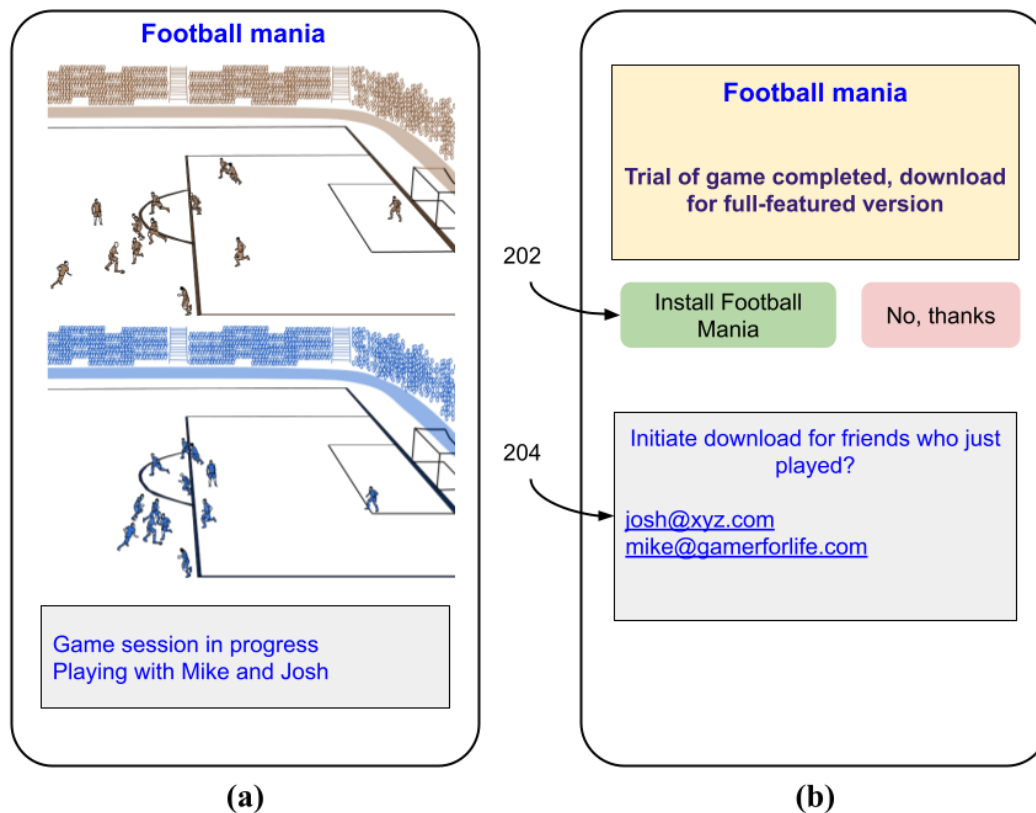


Fig. 2: Any participating user can trigger a download request for the game

Fig. 2 illustrates download of a game subsequent to a preview, per techniques of this disclosure. Fig. 2(a) depicts an example screenshot of a user participating in a preview of an

online game along with other users who participate in the same multiplayer game via respective user devices. Subsequent to launch of a preview of the game, any of the users can trigger a download (202) of the game for their own user device as well as for other users (204) participating in the preview. The game can be downloaded to other user devices based on user acceptance of an invitation to download the game.

Further to the descriptions above, a user may be provided with controls allowing the user to make an election as to both if and when systems, programs, or features described herein may enable the collection of user information (e.g., information about a user's social network, social actions or activities, profession, a user's preferences, or a user's current location), and if the user is sent content or communications from a server. In addition, certain data may be treated in one or more ways before it is stored or used so that personally identifiable information is removed. For example, a user's identity may be treated so that no personally identifiable information can be determined for the user, or a user's geographic location may be generalized where location information is obtained (such as to a city, ZIP code, or state level) so that a particular location of a user cannot be determined. Thus, the user may have control over what information is collected about the user, how that information is used, and what information is provided to the user.

CONCLUSION

This disclosure describes techniques for preview and download of online multiplayer games. Per techniques of this disclosure, an online game store enables users to preview an online game without a full download to their device. The user can also invite other users to simultaneously join the preview. During or subsequent to the preview, any of the participating users can request to download the game.