

webfact

MULTIPLAYER GAMES TECHNOLOGY

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OVERVIEW

Flash-Application	webfact multiplayer games are based on a Flash application with enables 2 to 5 players to contend against each other at the same time.
Registration / Payment	User can access the game after a Registration or after have payed for the Participation (Game-Fee).
Lobby	<p>At the start of the game the players enter a lobby, and are only visible for other players under their nicknames when they enter one of the challenge rooms that can be accessed from this base point.</p> <p>The lobby shows the rooms where players are waiting for other contestants.</p>
Game-Room	If only one player is in a room will be "on hold" until another player enters the room. From the entrance of a player into the room to the start of the game, a period of 60 seconds elapses during which time up to three other players can join in the game.
Watch othres	Once the start-up time is over, you can only watch the game as a spectator. Spectators remain invisible to the players and cannot intervene in the game.
4 Questions 1 Answer	<p>Once the game kicks off all players are asked identical questions, each of which has four possible answers, only one of them is right.</p> <p>A match usually consists of 10 questions in ascending order of difficulty with the award of a correspondingly higher number of points for the correct answer.</p> <p>After each question the correct answer is displayed for about 10 seconds together with the answer times and answers of all the contestants before the next question is posed.</p>
Highscore	<p>The player with the highest score of correct answers or with the shortest answer time if there's a draw wins the match. Once the game is over each player in the room can decide where it wants to go on for a return match.</p> <p>This will start up automatically if at least 2 players are still in the room after 20 seconds. If a player leaves the room her/his place can be taken by one of the spectators present. A high score board in the lobby displays the nicknames of the champion players.</p>

BENEFITS

webfact's Experience concerning the Integration of Payment-Methods offers many benefits for customers from all over the world.

The Benefits in an Overview:

- | | |
|---------------|--|
| Get Users | <ul style="list-style-type: none">- Quick User-Generation for Portals- Innovative Technology |
| Entertainment | <ul style="list-style-type: none">- High Entertainment Factor because of direct Online-Competition- Good for Sponsorship- Customisation possible |
| Q&A with Vids | <ul style="list-style-type: none">- Questioning and Answers with Text, Pictures or Videos- Price Management and Highscore Generation- User Administration and Pay-Outs Stats if Game is played with Game-Fee |

References

References in an Overview:



www.vib.de



not Online



not Online

FEATURES

- Flash Interface - Flash-based Multiplayer Application / Innovative Game Interface
- Competition - Direct Competition
- 2-5 Users - Multiconnect with Sushi-Server
- Highscore / Prices - Highscore List and Prices



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