



Massively Multiplayer Game Development 2 (Charles River Media Game Development) (v. 2)

Thor Alexander

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As the MMP game market continues to grow, new challenges and technology hurdles constantly emerge. Massively Multiplayer Game Development 2 is an all new volume in this successful series written to address the challenges faced by the entire MMP development team, not just the programmers. The articles include a wealth of unique knowledge acquired through the experiences of some of the online game industry's best and brightest developers. These developers have worked on the most successful and anticipated MMP games, such as EverQuest, Ultima Online, The Sims Online, Second Life, Asheron's Call, Star Wars Galaxies, and more. Programmers will find a wide array of technical tips and techniques throughout the collection, while designers and producers will find numerous articles filled with readable, informative insights to successful MMP design, along with time and costsaving production methods. Most of the articles are self-contained so they can be read in any order. There is also a companion Web site that will be updated frequently with development news and commentary from the biggest names in online game development. This collection will provide the entire team with ready-to-use techniques and innovative methods for solving all of your MMP challenges.

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