

Multiplayer Games

Multiplayer Game Development



Build real-time multiplayer games with matchmaking, synchronization, and networked gameplay systems.

Duration : 3 Weeks

What You Will Learn

- Synchronizing player movement and game states
- Implementing matchmaking and room systems
- Handling latency, disconnections, and state consistency
- Setting up multiplayer architecture using Photon or sockets

Outcomes

- Build a working multiplayer game prototype
- Understand real-time networking workflows

Week 01

Multiplayer Setup + Player Sync



DAY 01 - Concept Kickoff

- Introduction to multiplayer concepts
- Client-server vs peer-to-peer basics

DAY 02 - Guided Practice

- Set up Photon / socket connection
- Connect multiple players

DAY 03 - Hands-on Lab

- Sync player movement and basic actions

Week 01

Multiplayer Setup + Player Sync



DAY 04 - Review & Iteration

- Improve synchronization and reduce visible lag

DAY 05 - Checkpoint

- Validate multi-user connection and movement sync

Week 02

Matchmaking + Game Logic



DAY 01 - Concept Kickoff

- Introduction to matchmaking and room systems

DAY 02 - Guided Practice

- Create/join rooms and manage sessions

DAY 03 - Hands-on Lab

- Implement multiplayer game logic (score, actions, interactions)

Week 02

Prototype + Interaction Feedback



DAY 04 - Review & Iteration

- Refine gameplay consistency across clients

DAY 05 - Checkpoint

- Validate gameplay flow in multiplayer sessions

Week 03

Optimization + Stability

DAY 01 - Sprint Planning

- Plan multiplayer prototype completion

DAY 02 - Implementation Block

- Improve networking logic and performance

DAY 03 - Lab Validation

- Test latency, edge cases, and disconnections

Week 03

Optimization + Stability

DAY 04 - Polish Pass

- Handle errors, improve stability and responsiveness

DAY 05 - Demo & Review

- Present working multiplayer game prototype