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SCHOOL OF DRAGONS EXCLUSIVE WALKTHROUGH

BONUS
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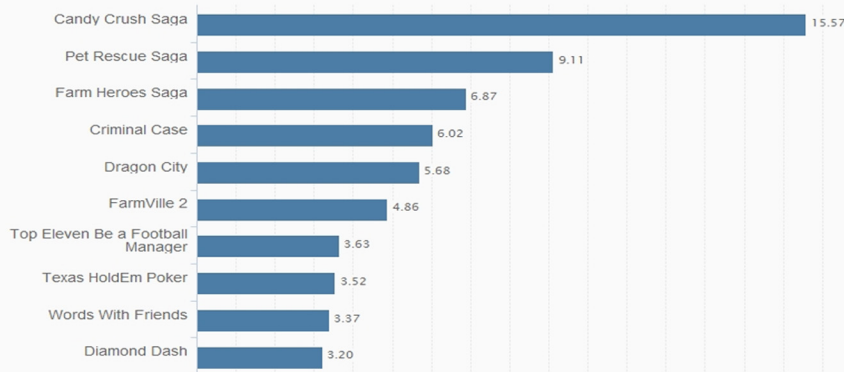
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SOCIAL GAMING - THE EMERGENT MARKET



Most popular Facebook games in September 2013, based on number of daily active users (in millions)

A few years ago, social games were not as popular as they are today. So what is it that led to its popularity? First, let's back up a little. What are social games? Social games are the type of online games that feature multiplayer gaming but not in real time. In this way, two individuals can play a game together and not rely on each other's varying timings.

Social games are usually free to play and are found mostly on social networking sites. In fact, social gaming was a dead genre until Facebook became popular. Recent reports suggest that Facebook hosts nearly 250 million monthly gamers. These numbers have increased rapidly with the years and are likely to keep increasing. Facebook games became popular with the introduction to games like Farmville and Mafia Wars. These games have been improving and evolving. Today, the most widely played games are: The Candy Crush Saga, Words with Friends and Dragon City.

People started playing these games because they are easily available and are a good way to pass free time. But today, social gaming has reached a completely new level. With the increase in number of social gaming enthusiasts, more and more Facebook games are being released by the smallest of companies.

Today, around 20% of the daily Facebook users play social games. That is a vast number, considering that everyone's pet has an account on Facebook too!

The major question here is: *Social games are free to play. So how do they earn money for the developers?* Candy Crush Saga, a puzzle game, is estimated to make more than **\$600k** daily. Not \$600 a day, which would actually be respectable, but \$600,000 every single day. On a game you can play with Apple and Android devices and on Facebook.

These games follow a simple business model. They call it: **Free to play**. In games like candy crush, you can begin playing for free before you begin to encounter points where you are presented the option to pay money for additional content or features.

These games can be played from end to end without paying a single penny, but paying for certain features increases the ease of playing the same challenging game.

The developers strategize ways by which they can create barriers to slow down players who don't want to pay, thereby forcing them to pay up and progress in the game.

Another way of earning through social games is the "freemium" business model. In this scenario, users can play the trial version for free but pay for the full premium experience. Other revenue methods include subscriptions and micro transactions.

The third way of earning through social games is through advertisements. These advertisements include:

1. Displaying banner ads in the same HTML page that contained the Flash game but outside of the game itself.
2. Include ads within the game itself. (Before, after or during gameplay)

In order to gain advertisement based revenue, games need to earn some sponsors. Game sponsors take a risk because they may not earn money on their investment. Sometimes the advertising in a game performs well, while other times a game may underperform. Sponsors generally cast a wide net and recoup their losses with one very popular game.



“ You generally hear that what a man doesn't know doesn't hurt him, but in business what a man doesn't know does hurt. ”

- E.S. Lewis

SOCIAL GAMING THE EMERGENT MARKET

Nevertheless, most of the major video game firms are not on Facebook. This might be because they have not truly grasped the importance of deploying their offerings on social networks, or rather, that they prefer to wait cautiously until the market has reached a certain maturity before entering.

It could also suggest that they simply would rather not risk positioning themselves in a sector in which the recipes for success differ in every respect from their traditional sector. Admittedly, a social game's success usually has more to do with its number of players than the quality of the game per se.

By 2016, social games will account for nearly as 50% of the video game market. IDATE has just released its new study about social gaming: by the end of 2012 the social gaming market accounted for 36% of the online gaming market and 13% of the overall video game market. In 2016 its share is expected to rise to 46% of the online gaming market and 18% of the overall video game market. This video game market segment is entering the maturity phase.

Its estimated revenues in 2012 were EUR 5.4 billion, which is expected to reach EUR 10.7 billion in 2016. Facebook is by a long shot the leading social gaming platform, with 235 million active gamers in August



Finally, social gaming is the current and upcoming hub for game developers and players. These games involve both, the fun element for the players and the money for the developers. Business tactics are really important in today's world.

-Naman Merchant



NEWS TICKER

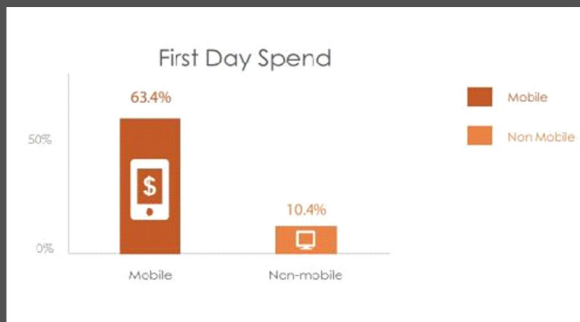
#20 Mediabrix finds Key to Monetize Games:

Mobile and social gaming ad platform Mediabrix announces that they have found the key to monetize games. The key is the “Breakthrough Moments” when beating a difficult level in a video game. They say these break through moments can generate an average eCPM upward of \$200 for cross platform, in-game advertising campaigns in comparison to the current eCPMs averaged at \$0.81 for Android and \$1.12 for iOS.

*CPM – Rates per thousand viewers that advertisers pay to display their ads in media & games.



#19 Mobile Social Gamers drop cash quicker to the industry:



Playnomics, an app marketing firm claims that mobile gamers who spend money on casual and social games, tend to pay a lot on their first day with the game. They said “On studying over 300 million social gaming profiles, we were able to discover that mobile spenders are much quicker to swipe their credit card than a player on the web”. They also have conclusive proof that mobile social gamers spend 63.4% of what they will pay for each game on the first day.

#18 MMORTS Soldiers Inc. announced for Facebook:

Plarium, one of the world’s fastest growing developers of social and mobile games has announced an MMORTS for Facebook. They are calling the game as Soldiers Inc. The title introduces an extraordinary level of quality to the social platform and a progress of the game dynamics featured in most of Plarium’s previous hits.



plarium

“Man is a gaming animal. He must always be trying to get the better in something or other.”

-Charles Lamb

WORDS WITH FRIENDS

WALKTHROUGH

Words with friends is a word game developed by Zynga for the platforms Android, iOS, Facebook, Kindle Fire, Nook Tablet and the Windows Phone. Words with friends is a multiplayer game but only 2 players can play in a single game. This game is basically the virtual version of the board game Scrabble. In this walkthrough, I will explain how the game works and how you can play the game effectively.

Basic Rules:

In the beginning of the game, You can see 225 small squares which is the main area where you play your game. The first word of every game has to have at least one tile placed on the star square. Each new word formed must share at least one tile of a pre-existing word. Words can be formed horizontally and vertically. Each letter has a set value. You can see the different values of the letters in the table given. There are also blank tiles which can be made any letter you wish very useful for completing words.



Advanced Rules:

There are premium squares spread across the board – DL=Double Letter, TL=Triple Letter, DW=Double Word and TW=Triple Word. These squares have the potential to multiply your score greatly. For example, if you were to play the word AX, A is worth one point and X is 8 points, you'd only score a total of 9 points. But if the X was placed on the TL square, that would increase the value of X from 8 to 24 points, that is a new total of 25 points. If you use all of the 7 tiles in one turn you can earn extra 35 points, this is called a bingo. The game ends once a player has used up all their tiles. The game can also end if three turns have passed with no points scored.

Multiplayer:

You can only play against one opponent in a single game. This is the only thing that I did not like in this game. Zynga should have made playable for more than 2 players in a single game. To play with your friend you can simply invite and challenge. Even though you can only challenge one person in a single game, you can actually play more than 1 game at a time with different people.

-Frank Thaliath

Tile	Number of Tiles	Point values
BLANK	2	0
A	9	1
B	2	4
C	2	4
D	5	2
E	13	1
F	2	4
G	3	3
H	4	3
I	8	1
J	1	10
K	1	5
L	4	2
M	2	4
N	5	2
O	8	1
P	2	4
Q	1	10
R	6	1
S	5	1
T	7	1
U	4	2
V	2	5
W	2	4
X	1	8
Y	2	3
Z	1	10

MMO vs. Single Player

Which is the one for you?

Today's world's gamers are divided into two categories:

1. Those who play MMO games.
2. Those who play single player games.

Both these kinds of players have their own point of views regarding their choice of games. But how does a new player know which type of game is better for him?

Every established player is already set with their own point of view and refuses to budge under any circumstances. In case you're one of these new coming victims, we shall help you out and hope that at the end of this article, you will know exactly what you would want to play.

At first we need to understand exactly what these two game types are:



• **MMO games:** MMO Stands for Massively Multiplayer Online games. MMO Games are those in which a large number of players play simultaneously in the same virtual world. Many players either play together in the same map (every player is visible to each other) or play separately in the same world. Even though they play separately they compete with at some point or the other of the game.

Recommended Example: World of Warcraft (For newbies)

• **Single Player Games:** Video games that involve the interaction of only one human being for the duration of the entire game. These games might include co-op features but otherwise, can only be played by one player.

Recommended Example: Batman Arkham Origins (For newbies)



MMO vs. Single Player

We have come up with a table which portrays the pros and cons of the two game types

Topic	MMO Games	Single Player Games	Our Views and Recommendation
Internet	Require internet. They might get some lag if either your or your co-players' internet speeds are not good enough	They do not require internet and so, work smoothly (Depending on your system configurations)	Single player games win this conflict.
Multiplayer	You do not have a choice of playing this game alone as a single player.	You can play this game all by yourself. If you feel the need, you can also play it in co-op mode. (with your friends on the same console)	Single Player Games win this conflict.
Gameplay	You play with a many people in a repetitive gameplay mechanism.	The gameplay will be unique and interesting. You will get the exact experience as to what the developer wants you to get.	Single player Games Win this conflict.
Socializing	You play with many people all over the world, understanding various cultures and meeting new people.	You spend hours of your time experiencing the game all by yourself.	MMO Games win this conflict.
Globalizing	You can connect with your friends and family from all over the world and spend quality time with them.	You spend hours of your time experiencing the game all by yourself.	MMO games win this conflict.
Mature content	Some abusive language content could be passed on to your console by another unknown player	The mature content depends on the game you are playing. No unintended details will be included	Single player Games Win this conflict.

MMO games and Single player games have their own pros and cons.

Playing them both has its own entertainment value.

-Naman Merchant



School of Dragons

Exclusive Walkthrough

School of Dragons is an MMORPG available for iOS and Facebook which allows the players to train a dragon, play mini games, complete quests, perform science experiments and explore the Viking World. This game is basically the movie *How to Train Your Dragon*.

Introduction – Getting Started:

Beginning of the game, you will have to choose your dragon but in order to do that you will be asked some questions to know your character for bonding the player and the dragon.

Once you choose your dragon, the dragon will follow you all the time in your journey in the Viking World.

Bonding with the Dragon:

Now you can explore the places, do quests and train your dragon. In this game there are many training to do to your dragon in order to have a strong bonding relationship between you and your dragon.

First way to get trust from a dragon is by feeding it. Dragons love eating fish so keep this in mind when trying to motivate or encourage them in dragon school. If your dragon breathes fire for the first time or is able to hover above the ground momentarily, reward it with some delicious fish.

On the other hand, dragons are reluctant to eels and will not be happy from its presence. Be sure not to mistake eels for fish when feeding your dragon.

Once your dragon has begun to trust you, it will allow you to pet it. This is a big step in the bonding between you and the dragon. Dragons love being pet on their belly and will often fall asleep very quickly. When a dragon allows you to touch its belly or even approach each it, it is a significant moment in your relationship with the dragon.

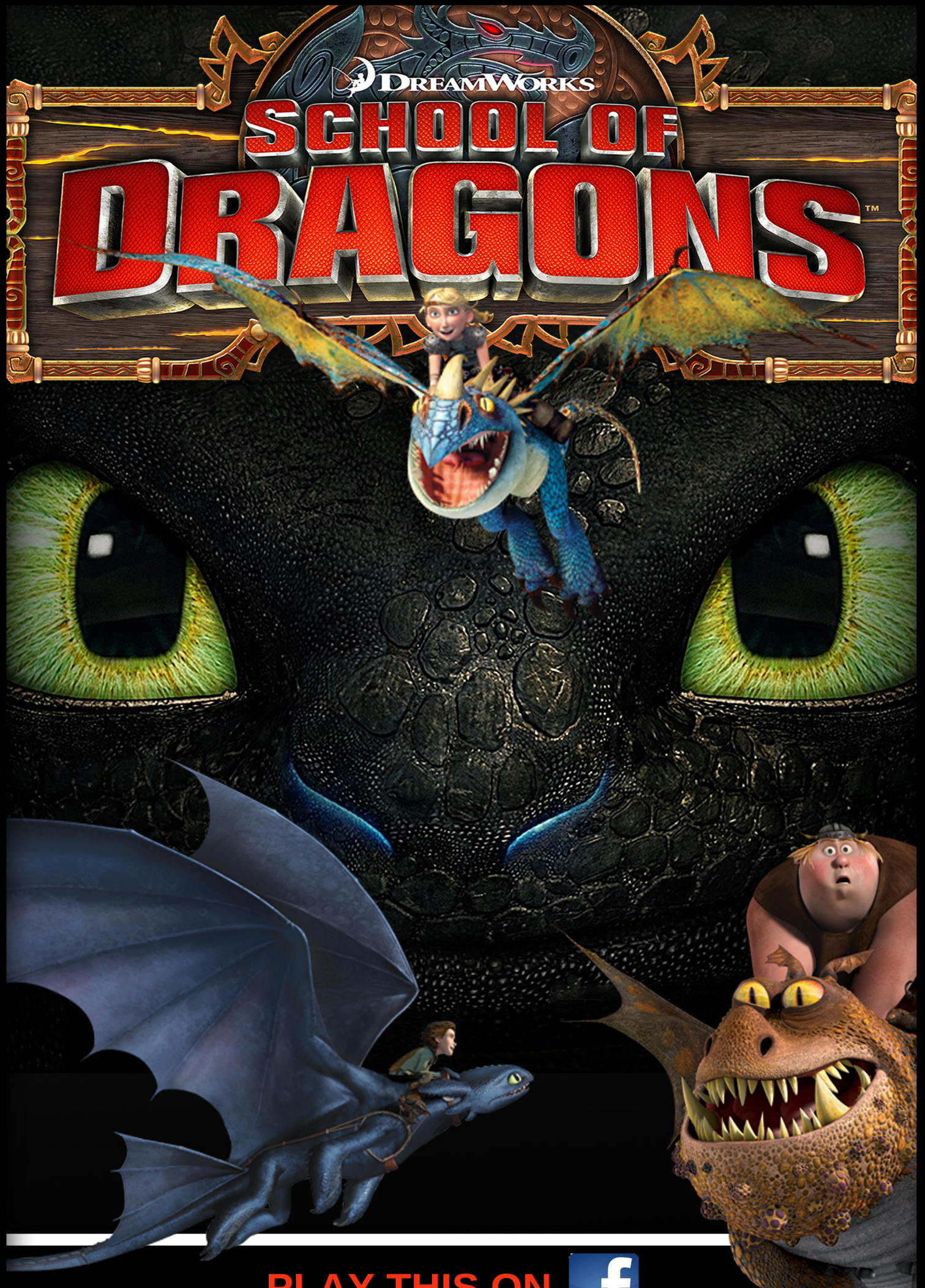
The bonding is solidified when your dragon allows you to ride on its back. Flying with your dragon is a great way to spend time with them in their natural environment and doing so will cause your relationship to strengthen.

Multiplayer

The Multiplayer aspect in this game is that there are thousands of other players with their dragons also playing in this game. You can see while you travel or explore the world. You can see your friend's dragons, other player's dragons. You can even race with other players in this game which makes it more interesting. Hope one day I see you in the Viking World.

-Frank Thaliath





PLAY THIS ON



FLAPPY BIRD

Why was it taken down?

FlappyBird



Game Over

Flappy game is a game developed by Dong Nguyen. This article about how this game transpired through the market making great amount of profits. Even though it is not exactly a social game, it went viral in a short span of time.

Nguyen created the game to be played “in a few minutes when you are relaxed” but instead “it happened to become an addictive product.”

On Feb. 7, he said that it was meant to be a “mini game” and to “let it stay mini”. He developed the game in a span of two to three days.

The game was released on May 24th, 2013. It topped the free apps chart in the US and Chinese App Stores in January 2014 and later the same month topped the UK App Store. It was reported to be earning \$50,000 daily because of in-game advertising. The success was not meant to last as Nguyen himself felt he needed to remove the game later next month. These are some of the tweets he made related to the game.

The game gathered a lot of attention and as Nguyen’s announced to remove it people had mixed feelings about it.

It was thought of as a very addictive game and also frustrating. Players found the difficulty to be high and getting a double digit score was an achievement for many players.

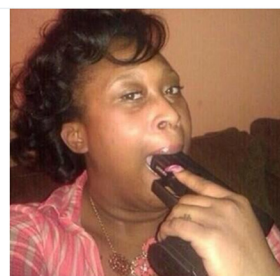
Nguyen said that the addictive nature of the game was his reason for pulling the game. His mind changed from “I can call “Flappy Bird” is a success of mine” to “but it also ruins my simple life. So now I hate it.”

We think Nguyen had a benchmark which he wanted the game to achieve while in the store. This can explain his reason to suddenly take the game down especially when he was earning a lot through ad revenue each day.

It seems that Nguyen hasn't been put off making more games by the success. "After the success of Flappy Bird, I feel more confident, and I have freedom to do what I want to do."

Even though we feel the artwork is not original, this game was addictive and served the developer his purpose. (The map layout coming from Mario and the bird itself coming from a canceled platform game.)

-George Zacharias



@gocalldapolic - 18h

@dongatory if you delete flappy bird I'll kill myself
pic.twitter.com/6osig8e0BQ

A PvP Guide to Hello Hero

Hello hero an online multiplayer, turn-based game with both PvE (player vs environment) and PvP (player vs player) elements. In this game one can battle enemies and level up. Players can go head to head against one another in PvP, Battle other players heroes in the Arena, or join together and fight against the world boss in the Boss Raid Mode. This game is available for iOS, Android and Facebook.



Introduction – Basic

After you login you will be shown the above picture as your home screen. It shows your current status of your party deck heroes.

[From Left to Right at the Top of the screen]

Equipped Hero – You can equip a hero that provides a small buff to your party.

Stamina – Your stamina is represented by the lightning bolt icon. Stamina is used for missions. It replenishes at a rate of 1 stamina every 10 minutes. Every level up increases your max stamina by 1.

Energy– The one next to stamina is your energy represented by the green battery icon. Energy is used for Boss Raids, the Dungeon, Time Attack and the Arena.

Gold – Earned in a variety of ways, gold is used for upgrading heroes, reviving fallen heroes or increasing the number of heroes you can hold by expanding hero slots.

Carats – The “premium” currency of the game, carats are used in the shop for purchasing heroes, boosts and other goodies. You may purchase carats with real money, but at the same time you can gain many carats from simply playing the game.

Honor– Honor is the last currency you have. Honor is used in the honor section of the shop to purchase heroes or items. It is obtained from friends and participating in the Arena.

Buttons at the bottom of the screen:

FAQ – Opens a window that takes you to the game’s Frequently Asked Questions section.

Options – The options menu.

Friends – From here you can send or accept friend requests, send and receive honor points.

Messages – Your inbox and gift box. You will also receive bonuses and other rewards here.

Shop – Here is where you will spend carats and honor points.

Recruit – This button brings up a glossary of all available heroes in the game.

Quests (1) – Show your progress on your quests.

Carat Mine – Gives you 1 carat when the timer reaches zero. Timer starts off at 12 hours for 1 carat, but levelling up eventually lowers the timer by 20 minutes per level.

Heroes – Takes you the hero management screen where you can equip, upgrade, train and fuse heroes.

Quests (2) – The daily quests:

Start Battle – This button brings you to the battle screen, where you can choose to do missions, boss raids and dungeons etc.

A PvP Guide to Hello Hero

Tips before playing PVP

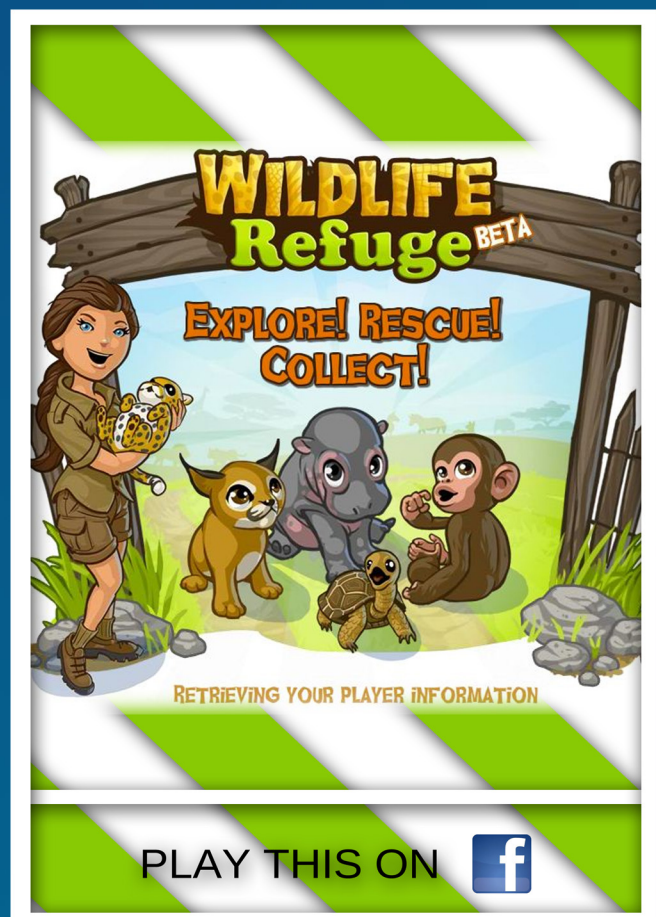
- Check our inbox for rewards and make sure you use the one that's going to expire.
- Master Harold, Ophelia and Aaron (3 Default starter heroes), Get Amelia (decent 3 Star healer). Heroes on this game are random, so make sure you keep her until you find better healer in your party.
- The first two slots are easily attacked by enemies, so place heroes with high HP and Defense there and place heroes with a low Defense in the last three slots.
- Master every NEW hero before you use them as an upgrade material. You get 5 carats and +5 maximum honor points for every hero you mastered (only once).
- Don't sell Amelia until you have higher grade healer than her (Chi chi, etc). Heroes are random in this game and it's quite hard to find a healer when you have sold one.
- Slowly farm for heroes. You need to fuse a lot of +5 heroes to reach your way to the top.
- Make sure you have a full party with enough skill and upgraded heroes.

Best of Luck in your PvP battle.

-Frank Thaliath



Home screen, what you see when you first log in.



Retweeted by Hello Hero



P H E E @inPheenity · Feb 2

I'm getting addicted #HelloHero

Expand

Reply Retweet Favorite More

Ping Software Analysis: Adobe Photoshop

Adobe Photoshop: is a pixel/graphic editing software. This is developed by Adobe systems. There have so far been 13 major releases of the software. There are two editions of Photoshop that are released by Adobe. The first one is Adobe Photoshop while the second is called as Adobe Photoshop extended.

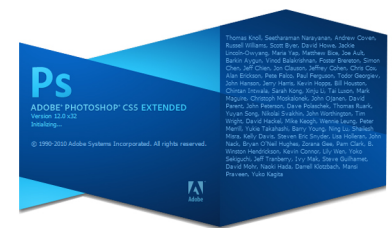
The extended version has features such as 3D image creation, motion graphics editing and many advanced image analysis features. The extended version is included in all of Adobe's Creative Suite offerings except Design standard. Adobe recently announced a new brand of Photoshop though, Creative Cloud. This version is included in this suite names as Photoshop CC (originally Photoshop 14.0).

This version of Photoshop will be continuously maintained and upgraded. Photoshop has proved to be a very useful tool for students of graphic design since it helps in creating the required artwork conveniently. Example, design studios use Photoshop in order to visualize their take on any initial concept and then move ahead onto different media to finish working on the concept.

The software is also heavily used in the magazine industry. Magazines are usually edited and enhanced using Photoshop as it helps in cleaning up the imagery and text on many of the pages. In the photography, fashion modeling industry too, Photoshop plays a key role in the end product as people use the software in order to touch up the original image in order to enhance the image.

Photoshop is also localized effectively as it is available in 20 different languages. Some of the examples are Chinese, Dutch, Czech, French, English, German etc.

-Alankrith Shankar



Software	Interactivity	Quality	Usage	Rating
Adobe Photoshop	High – You have to use the correct tool and manipulate the pixels/graphic as per your needs	Good One of the best pixel editing software	Frequent	4.5/5

Construct 2: An Efficient Game Engine



It contains good physics and its easy interface which makes things easily align and proper. There are powerful Event systems for creating logic for the game. User can built a small game in few hours of time, without any bugs and without any scripting. That is the most interesting part of this software.

This software allows animations imported from Photoshop, it also allows texture imported from Photoshop.

There are many flexible and effective behaviors, these are pre-packaged functions that you can assign to objects and rescue whenever needed.

Software consist of different projects with their event sheet, which makes user helpful to extend the project and learning about event sheets.

Construct 2 also allows you to setup fall backs to when effects support is not available, ensuring that players get the best possible experience out of your game.

Software allows to publish games on a broad selection of platforms. Their no need to maintain multiple code base for different platform. These codlings are pre-fixed.

-Satya Pratap Das

Construct 2 (Game Editor): is an efficient and easy free games editor for windows, Scirra.z Construct 2 is a game editor for HTML 5 and 2D based game. It is developed by Scirra. It's tzhe only powerful HTML 5 game creator without using coding. It's a great software for beginners to develop their skills and logic. It is aimed primarily at non-programmers. It is free to use.

Software	Interactivity	Quality	Usage	Rating
Construct 2	High – Easy to use and gives instant result	Very good For non-programmer To create games	Frequent	4.5/5

#17 Irrational Games deploys a bomb on the Industry:

Irrational Games, a big player in the greater Boston video games space whose revenue has loomed to \$1 billion a year, shocked the industry by revealing the news that it is closing.

Monty Sharma, the managing director of the Massachusetts Digital Games Institute, said it's nothing new for a commercially possible video game operation to close itself down. Sharma said, "It's kind of like a rock band. They've put out a number of successful albums and it's time for somebody to go solo and somebody else to be a producer."

Irrational Games, owned by video game giant Take-Two Interactive, is best known for its BioShock games. The series and related properties are accountable for more than \$500 million in revenue.



#16 Zynga returns. But what happened to Social Games?



Zynga has tried to do right by mobile, and it's clear that Mattrick wants to make it a priority, but the company has had a track record of not making the best decisions with the smartphone market. Its acquisition of PlayToy gave Zynga one of its biggest hits, Words with Friends, but the company has failed to make an iteration with the same blockbuster quality.

Right now, breaking even is the best that Zynga can offer. Social gaming isn't as dominant as it used to be, no matter what Facebook says, and it's a lesson Zynga needs to accept to stay relevant.

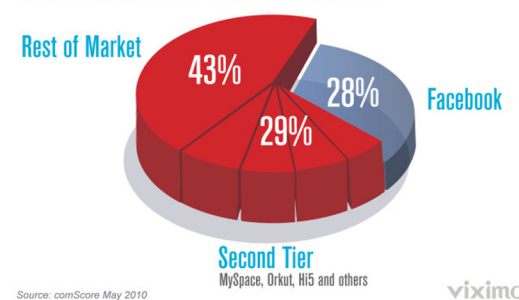
#15 Evolution of Social Games?

Robert Zubek who worked with Zynga games on Farmville 2 and Cityville was asked the question on what he thinks the future holds for social games. This is what he had to say "In the longer term, what I think will happen is that social games are going to migrate off of Facebook as a destination site, and will instead use different parts of a social network API, such as identity management and matchmaking. Identity is important, because if you want to invite your aunt to a poker game, the game has to be able to find her somehow and let her know, which is where a big identity and social graph providers comes in. But games will no longer focus on the social network as a destination."

I think it is safe to say that he thinks social games will soon start to evolve to such high levels and will soon leave Facebook as platform and start using other methods to host and play social games.

Social Gaming 2.0: Beyond Facebook

Today, Facebook accounts for a disproportionate amount of social games revenue. The next wave of social game growth will come from the "other 70%" of social network traffic.



5 Reasons as to why Social Gaming is important to humanity

Recently, I stumbled upon a few of Jane McGonigal's TED talks. Who is Jane McGonigal you ask? Jane McGonigal is a famous video game designer, researcher and a future forecaster. For many years, she has been designing online multiplayer games and social games. Anyway, coming back to the subject, in one of her TED talks, she believes and reasons out that online and social gaming can improve humanity's existence in the future.

This may sound funny and unrealistic now, but it might or will change your opinion once you read the reasons that she used to support her argument. The first of the five reasons she provides us is to make use of Gamers as a Resource. According to Jane McGonigal, the world is full of gamers. Gamers who play all kinds of games (MMO, Hardcore, Social, Casual etc.). But the most intriguing point she makes here is that there are gamers who don't play these games for the entertainment experience but gamers who play games day in and day out, believing that they can change the virtual world. But why not take the same belief and transfer it to the real world? If you do manage to transfer the belief, how do you make the changes?

This can be achieved by playing social and online games is what Jane McGonigal claims. She says, if the world plays at least 21 billion hours a week of online games, the world will be a better place. That is 7 times hike of the current amount of time people spend on playing online games (3 billion hours) in a week.

She proves that she is not all talk as she comes back with 4 massive reasons that makes us believe that she may be right and playing online and social games could actually improve the existence of humanity in the future. Which brings us to the last four reasons.

Second reason provided by her is Urgent Optimism. Urgent optimism is the desire to act immediately and tackle an obstacle along with the belief of reasonable hope of success. According to Jane, if people all around the world play online and social games for the quoted time period, then they will automatically achieve an urgency to keep trying, or as said in her words, "Urgent Optimism".

The Fourth reason is Blissful Productivity. Jane claims that Gamers will work hard all the time if they are given the right kind of work in the right kind of manner. What she is trying to say here is that gamers would do the needful job if it is given to them in the form of a game. As a gamer, I do support that claim. But how to give work as a game to gamers? There arises the fifth and final reason, Epic Meaning.

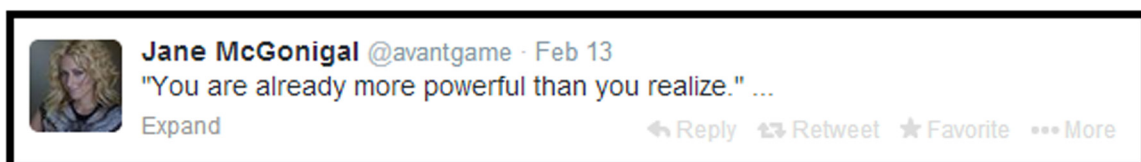


Image Credits: The Next List

The Third reason provided to support her claim is Improvement of a person's Social Fabric. She says that once a person has played a video game along with another, he will begin to like the person and trust him better than before. She says so because, it surely does take a lot of belief for a person to play a game along with an unknown individual, using the same rules. IF people all over the world start playing online games with unknown people on the server, they will start to trust them and hence arises a better social fabric for the full world.

What is Epic Meaning? According to Jane, giving players awe inspiring missions and tough logic puzzles to solve, will give them a meaning/purpose to complete it. Hence a job provided with the proper missions and tasks as a game to these gamers could increase our productivity, thereby making humanity a better existence and the world a better place. Whether these reasons will work is not known. But the only way to find out, is by trying it out. IF it does work, Jane deserves a Nobel Prize.

-Alankrith Shankar



The Adobe Flash

The Perfect software.

Flash is one of the most widely used software published by one of the largest software companies in the world: Adobe.

History:

This software was initially developed by FutureWave Software. It was conceptualized by the application: SmartSketch and further developed into a cell animating software: FutureSplash Animator.

In 1995, FutureSplash was taken over by Macromedia and released with the name: Flash. Flash had many different levels to it. Before being undertaken by Adobe in 2005, there were 8 releases of the software and each release leading to advancements in technology. Today, the latest version of flash available in the market is Adobe Flash CS6.

Accessibility of the software:

Creating animations:

Flash is based on the primitive concept of frame by frame animation, but it has much more to offer than just that. Certain features of this software, including Motion, Shape and classic tween make the software very user friendly and commendable.

The concept of the new Motion tween was not there in the previous versions of the software. This new concept opens a completely new chapter in creating animations, thereby making it an easier task for the animators.

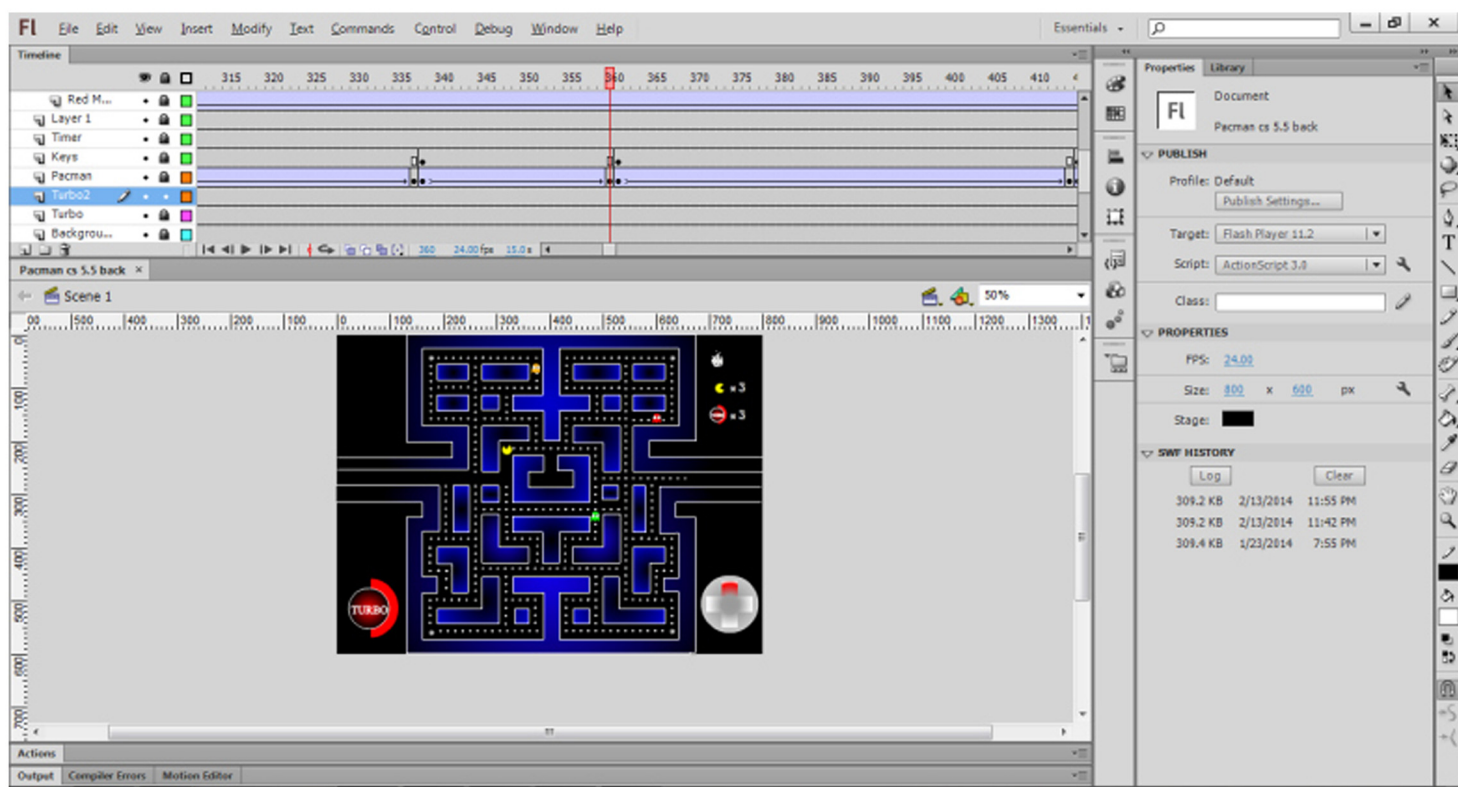
The feature of allowing the user to create symbols inside the main animation has evolved with each release of the software.

Now, you can create Graphic, Movie Clip and Button symbols at any given time of your animation. The most important of them all is the Movie Clip symbol.

This symbol allows the animator to create a looping animation inside another animation.

“ Animation can explain whatever the mind of man can conceive. This facility makes it the most versatile and explicit means of communication yet devised for quick mass appreciation. ”

-Walt Disney



The Adobe Flash

Creating Games

Not only is Flash used for creating animations but also is used for making 2D games. The concept of coding was included in the development of the software.

There are 3 different types of coding languages required. They include: Action Script, Action Script 2 and Action Script 3. They are all Object Oriented languages and require some basic syntax knowledge. If you're a natural at programming, it will barely take you half an hour to learn them.



Most of the games social networking and mobile games are created and published using flash.

Formats Supported:

Flash files (.fla .swf .flv) |

Video encoders (Additional: .avi, .mp4)

Android and iOS SDK Kits

Action Script files (.as .asc)

Java Script Files (.jsfl)

Software	Interactivity	Quality	Usage	Rating
Adobe Flash	High – You have to understand concept of the timeline and symbols. Otherwise It is a user-friendly software.	High: One of the best animating software.	Frequent	4.5/5

-Naman Merchant



Construct 2



DOWNLOAD AND MAKE GAMES
WITHOUT CODING
<https://www.scirra.com/construct2>

#14 Facebook aid with Mobile Game Publishing:

Facebook got into the business of publishing mobile games, offering developers help at going global with smartphone or tablet titles in exchange for a share of revenue.

This move by Facebook will help small or medium-sized developers in expanding and promoting their works worldwide. "There are many developers with awesome mobile games who don't yet have the upfront resources for a paid strategy, and we want to help them find a path to success," Facebook software engineer Victor Medeiros said in a blog post. "We are using our unique reach and targeting capabilities to help games in our program find and engage a valuable audience of the right users." Facebook has made a priority of following its more than one billion members onto smartphones and tablets and of finding ways to make money from visits by users on mobile devices. Along with mobile ads, Facebook makes commissions for getting members to install applications made by outside developers.

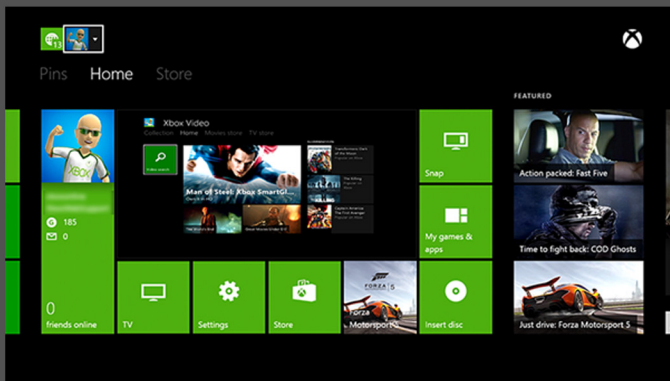


#13 An update making Xbox One user's happy:

Microsoft will soon roll out an update for its latest gaming console.

The update includes fixes for some of the social features such as Party Chats, improper default settings and others are reportedly difficult to use on the Xbox One where users have been complaining a lot.

"The feedback we've gotten is pretty valid; some of the social stuff is hidden or harder to use than it was on the Xbox 360. So you're going to see us come out with an update where, well, we're going to fix those things. As a person who's been pretty involved in building Xbox Live for the last decade, I take it pretty seriously when people say it's harder to get into a party, and the defaults aren't right, and I don't like the model." said by Whitten, Xbox Chief product officer.



#12 Google working on Augmented Reality Game:

The Google lab behind augmented reality game "Ingress" is teaming with HarperCollins Publishers and top author James Frey for an Internet age adventure in storytelling. The Google Labs announced that it will create a mobile augmented reality game as part of an "Endgame" multimedia project meshing together digital novellas, YouTube videos, social media, search results and a trilogy of young adult novels.

Google's Niantic Labs is developing a location-based, augmented reality game that marries video games and the physical world. The game is expected to launch for play on Android and Apple powered mobile devices later this year. The first book, "Endgame: The Calling, will be published on October 7, according to HarperCollins.



Is FARMVILLE2 A Good iDea?

Ping Queries...

Farmville 2 is a social game which is a sequel to Farmville 1. Both these games were developed by Zynga games. Farmville 2 was released in the year 2012, but was making the sequel actually a good idea? Did the game give the players a better playing experience? Let's find out.

So, why exactly did Zynga decide to create a sequel for Farmville? When Farmville first made its appearance in the social games market, it became a huge hit. Almost all the Facebook users were playing it. The game was a huge hit that it became synonymous with social gaming on Facebook. But now, Farmville isn't exactly played that addictively by players and Zynga doesn't look like the huge force it once promised to be, maybe making a sequel to the game looked like a profitable solution to redeem themselves in the market.

So, now that they did develop Farmville 2, what did they improve in the game? What were the pros of the game?

Farmville 2 has a 3D art style rather than a 2D. Every object on the farm is rendered in 3D and the result is impressive. The eye for detail taken in developing the game should also be given its due respect. Zynga has carefully planned out the game and given a final product in which the minutest detail is also not gone un-noticed. For example, the wind chimes make noise when your mouse hovers over it. Even though the core mechanics and goal of the game remains the same, there has been a conscious effort taken by Zynga to give a reason for almost all the quests that have to be completed. Plus, the game knows who you are, it calls you by name and asks you to fix up the old family farm. Also, instead of simply building the biggest farm, in FV 2 you actually have a goal for all the quests. Also, there seems to be less of a hyper-competitive bent to everything. There's no tab for achievements and ribbons, and while there is still a crop mastery system, it's introduced gradually instead of being thrust in your face. Animals seem to be emphasized more, and they can be raised to adulthood and attain blue ribbon status. They also produce valuable things like milk and eggs which can be sold for coins at your small, roadside stand or used to craft even more valuable goods once you unlock the kitchen. It is also easy to play and can be enjoyed in short bursts.



Startup Screen



In-Game Footage



Now we know the pros, here are the cons. What isn't as appealing is the use of water as an action-limiting resource. You can plant crops all day, but the plants (and trees) don't even start their production cycles until they are watered. Water refills slowly over time, and there's a well that gives you more every few hours, but this seems like the one place where devoted fans of the first game might gripe. The other annoying thing for most players is that there is no feature where one can expand his farm whenever he feels like. Also it is also very pretty in your face when it comes to inviting friends and spending real money.

Our opinion on Farmville 2 is that, it is an already tried and tested idea. It was not new and if it weren't for the minor plot twist, the game would've been drab and not a new entertaining experience for players. But that is what Social Game development is all about. New versions, plot twists and better mechanisms. I do feel it was a good idea to remake FV 2, but the players would have benefited with a newer concept and game.

-Alankrith Shankar

NEWS TICKER

#11 Zynga buys NaturalMotion:

Zynga Inc one of the largest developers in Facebook Games is on an aggressive action to revive the company since it is now struggling to adapt to the rise of mobile gaming due to the big competition. It is reported that Zynga Inc's largest acquisition to date, NaturalMotion a 12 year old studio that has created games like "Clumsy Ninja" for Apple Inc mobile devices. NaturalMotion is known for its Euphoria game engine, whose simulation technology has helped create powerful visuals in games like one of the most expensive entertainment product "Grand Theft Auto V". The acquisition is reported to be \$527 million and Zynga Inc will shed 15 percent of its workforce to lash costs to refresh a stalled games pipeline. "NaturalMotion significantly expands our creative pipeline and accelerates our mobile growth," chief operating officer Clive Downie said in an interview. "They are not an acquisition to fill a gap but one to expand our capabilities."



#10 Mobile Apps risky?:

MOBILE MALWARE THREATS GETTING STEADILY WORSE

BEWARE OF FREE APPS

Although free applications seem like a good deal, they pose a huge risk to corporate data. In fact, free apps are three times more likely than paid programs to track locations, and 2.5 times more likely to access address books.

FREE

CIO INSIGHT

Nowadays mobiles are prone to risks because of the fraught apps and unknown behaviours. Appthority's new 'Winter 2014 App Reputation Report' provides a useful overview of the types and frequency of risky behaviours among today's top apps. Appthority provides an app reputation service for enterprises that allows IT to set policies for particular groups of users to accept different forms and levels of risk in mobile apps. Appthority collects apps from app stores and analyses them for customers. This data was used to create the report. The reports looked at the top 200 apps each from Google and Apple in their stores. Both free and paid apps engage in risky behaviours, but free apps do so to a far greater degree. 70% of free apps and 44% of paid apps perform location tracking. Some of the other behaviours that was studied is that use of single sign-on (SSO), accessing the user's UDID (Unique Device Identifier, a 40 character code unique to your device), in-app purchasing and sharing data with advertising networks or analytics companies.

#09 'Year Of Luigi' ending March 18:

Nintendo has announced that its 'Year of Luigi' promotion will conclude on March 18. This celebration was launched to mark the character 'Luigi' its 30th anniversary, with 1983 release Mario Bros marking his debut. The games that was released as part of the Year of Luigi promotion include New Super Luigi U, Dr.Luigi and Mario & Luigi: Dream Team..



Source Filmmaker [SFM] v0.9.8.4 [Beta] - Review



www.sourcefilmmaker.com

Introduction

I am a big fan of video editing and stuff. But I am just a beginner in video editing so this time I took the software Source Filmmaker. I play a lot of source engine games like Team Fortress 2, Dota 2, Counter Strike Global Offensive.

Source Filmmaker is a video capturing and video editing application that works from inside the Source Game Engine. This software is developed by Valve Corporation and was used to create more than 50 animated shorts for its source games.

The Different Tools and UI

What this video editing application is different from others is that SFM merges all animation and effect workflows onto a single gaming PC. By using SFM, one can make movies and posters using the assets and events from the video game world.

The SFM gives the user a “Work Camera” that enables them to see what they are doing without messing up the scene cameras.

It also uses three main user interfaces for making films with:

The Clip Editor – It is used for recording, editing and arranging shots, which can contain recorded gameplay and user-placed assets. The Clip Editor also allows the user to place and arrange sound files and video filters.

The Motion Editor – It is used for motion adjustments over time.

The Graph Editor – It is used for editing motion through creating key frames for pose to pose animation.

The SFM allows users to record and edit motion from gameplay or scratch and can record a character as many times as you want and can be used in the same scene, creating the illusion of multiple entities.

The SFM supports wide range of cinematographic effects and many techniques. What I liked the best part is the SFM allows manual animation of bones and facial features, allowing the user to create movements that don't occur in-game. With this, you can do cool facial animation and do some creative works.

To record a character animation of running you click on a record button and then use your WASD keys like you play a game to control a character and run on the map.

Source Filmmaker [SFM] v0.9.8.4 [Beta] - Review

I loved this software after using it for a few hours because in the beginning when you see software and try using it, it is a bit difficult because it is tough to use the various tools and learning them unlike other software's even though the UI of the software is pretty simple.

I thought when I tried SFM it would be easy but it is not in the beginning. But once you get used to the tools and learn about this software it is very useful in making movies for your source engine related games. It is actually very simple after you use it for hours.

Conclusion

The Source Filmmaker is a very good software made by Valve Corporation. It is a very powerful tool that works with the Source engine to create a flexible, modifiable 3D recording that can be exported as a movie or as a still image.

The 3D recording you create in the SFM can contain recorded gameplay, objects, cameras, lights, particles, animations, effects and sounds. With the SFM, you can essentially film "on location" in your favourite TF2 map or any maps of source engine games. Biggest example is the official trailer of Counter Strike Global Offensive which is made using SFM.

The best part of Source Filmmaker is that it is FREE. You just have to make a steam account and download SFM from the store.

The software is around 12GB and it is still in beta with more features yet to come. Valve itself has made good tutorial videos that can help you started. So good luck in making the movies!

- Frank Thaliath



Software	Interactivity	Quality	Usage	Rating
Source Filmmaker	Very High – You need to do frame by frame animation to do perfect movies.	Excellent It is one of the best all in one video editing software for source engine games.	Frequent	4.5/5



unity

DOWNLOAD AND MAKE GAMES

<https://unity3d.com/unity/download>

#08 Wanted a mobile version of the Hitman games? Hitman GO takes the Agent to mobile devices:

Square Enix has today announced Hitman GO. It is a turn based tablet and smartphone strategy game. The game is being developed by Square Enix's Montreal Branch. The game puts Agent 47 through fixed spaces on a grid, so that the player can place him where he can best take out guards. There will be many disguises, distractions etc. present in this version of the game too, just like in any other Hitman game. There was also a screenshot included during the announcement, which suggested that a board game for Hitman could be also under consideration.



#07 A different game for the Rovio fans to play:



Rovio has announced its next game in the Angry Birds franchise – The Angry Birds Stella. According to the press release, Stella and her friends are a group of feisty characters with a shared love for fun, adventure and creativity.

Rovio promises fans that in terms of story, it will take them to parts of Angry Birds that they've never seen before. They say the game is all about inspiration, empowerment and other real issues without forgetting the entertainment and quirky fun.

#06 'King over Zynga?':

According to reports, the London based social game developing company King has overthrown Zynga Inc from its social gaming throne. Zynga said it has 52 million daily active users of its social games on Facebook, Zynga.com, and mobile devices. London-bKing says it now has more than 66 million daily active users. And the interesting fact is that King has just 400 employees while Zynga has 2902. The smart thing King did was that they made the games both playable on both facebook in PC or Mac and Mobile devices. This makes users to find their progress and scores synchronized so the users can continue play in different platforms. In past year, King was growing well while Zynga was going a bit slow.



Criminal Case



Game of the Year 2013

Case #55 Ashes to Ashes [Solved] – Criminal Case

Facebook Game of the Year 2013
Criminal Case is on the 55th case now. In this case, the victim Tess Goodwin was burnt alive in a perfectly executed murder plan by Luna Hecate using Bonfire.

The Killer's Profile:

- ☑ Knows witchcraft
- ☑ Has scratch marks
- ☑ Owns a black cat
- ☑ Killer's blood type is A-
- ☑ Has blond hair

So let's solve the case, shall we ?



Steps – Chapter 1

- ☑ The first crime scene to be investigated is the Ship Replica which is shown in above picture with all the clues.
- ☑ Autopsy Body.(18:00:00; Murder Weapon found: Bonfire; Attribute: Killer has scratch marks)
- ☑ Stop Rebecca Moire from taking pictures. (Play Ship Replica as a task; New Clue: Rebecca's Memory Card)
- ☑ Analyse Memory Card.(09:00:00; After Stopping Rebecca from taking pictures)
- ☑ Ask Luna Hecate about her interest in Tess Goodwin. (After Memory Card Analysed)
- ☑ Examine Burning Planks. (You get Locket of Tess and Morgan)
- ☑ Talk to Morgan Goodwin about her sister. (After Tess and Morgan Locket is found)
- ☑ Investigate the next crime scene that is Warden's Office. (After conversation with Morgan Goodwin; Clues: Computer)



Criminal Case

Steps: Chapter 2

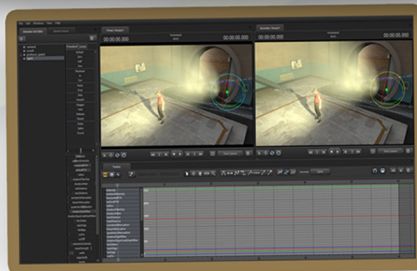
- ☒ Ask Constance about Tess's Letter. (Available at the start of chapter)
- ☒ Investigate Docks, 1649. (After talking to Constance; Clues: Rope, Faded Records)
- ☒ Examine Faded Records. (You get Execution Order)
- ☒ Examine Execution Records. (You get Black Hair)
- ☒ Analyse Black Hair. (06:00:00; Attribute: Killer has a Black Cat)
- ☒ Examine Rope. (You get Skin Cells)
- ☒ Analyse Skin Cells. (15:00:00)
- ☒ Investigate Desk. (After Skin Cells Analysed; Torn Newspaper, Tess's Belongings)



Steps: Chapter 3

- ☒ Investigate Drop-Off Point, 1649. (Clues: Ancestor Papers)
- ☒ Ask Morgan about the notes from her ancestor. (After Playing Drop-off Point, 1649 as a task)
- ☒ Examine Ancestor Papers. (You get Notes)
- ☒ Talk to Luna about her family's involvement with Crimson Order. (After Notes unravelled)
- ☒ Investigate Ship Entrance. (After Talking to Luna; Clues: Garbage Bag, Broken Badge)

-Frank Thaliath



source filmmaker

<http://www.sourcefilmmaker.com>



NEWS TICKER

#05 Bored of the old apps on the App store? The New update will feature hundreds of different apps and also reduced prices.:

Everyday hundreds of apps make their debut on the App Store. Hundreds are updated or reduce their prices. For all you mobile gamers, there is now a new App Store update! So get on it and start downloading the new ones!



#04 Ever tried controlling your character in Pokémon with text-based commands, while others try doing the same to the same character? :

The stream audience only grows in strength as more people find out about it. Viewers can control the movement of the main character in the game by typing commands in the chat room. The stream has four badges and over 70,000 people watching it.

The video has been live for nearly 48 hours and viewers have managed to defeat the first gym leader and have a level 23 Pidgeotto. “This is one more example of how video games have become a platform for entertainment and creativity that extends way beyond the original intent of the game creator. BY merging a video game live video and a participatory experience, the broadcaster has created an entertainment hybrid custom made for the Twitch community. This is a wonderful proof on concept that we hope to see more of in the future”.



#03 'A new pastime for all those Assassin's Creed fans:

Ubisoft has announced that its partnered with Cryptozoic Entertainment to bring out an Assassin's Creed- themed tabletop game. The game is called Assassin's Creed: Arena. It's to be a 2-4 player game, strategic game of "cat-and-mouse" where the players must race for the most kills. "It's very high-risk, high-reward and has lot of rules" says Anne Lewis, Ubisoft Communication Associate.



Criminal Case

Criminal case is puzzle, free to play on Facebook, by Pretty Simple Games.

Criminal case is a crime investigation themed hidden object game (A Puzzle game for time pass), and is currently being highlighted by Facebook in the “New Games” section of the App Center. The game provides the player to investigate on criminal cases, by moving throughout the map of city. The game is targeted towards massive market of Facebook and Thriller enthusiasts.

Player interact solely with mouse clicks, the interactivity is pretty high for a social game. Lifespan of the game is sorta unending as the developers keep on adding cases into the game by every month or an half. The Usage of the game depends on user, usually everyone returns to the game regularly on a definite time basis as this is a social game and also I personally find that most of the Facebook gamers are addicted to this game.



How does the Gameplay function?

The game is split into several parts, each of which advance the plot of each case. Hidden object scenes are handled fairly traditionally — players are presented with a list of objects to find, some of which are key clues for the case, and must find them as quickly as possible to score maximum points. Upon completing a scene, the final score (plus time bonus and additional bonuses for any “hints” remaining) contributes to a cumulative star rating for the stage.

The game is primarily a single-player affair, but it does incorporate a few social features. Each hidden object level has a leaderboard, for example, and the player may choose a “partner” from their friends to join the investigation of each scene and provide hint bonuses. This also allows players to show off their custom-created avatars, who otherwise do not appear very often in the game.

Unlike most hidden object games, however, these stars actually play a role in the game rather than simply showing your “mastery” level of a particular scene. Stars are used to unlock various additional investigation scenes, which vary from simple conversations with suspects to puzzles requiring the player to reassemble broken objects, find items hidden in piles of red herrings and decipher codes. Stars are expended upon performing these tasks, so the game does occasionally descend into grinding as the player tries to acquire additional stars to complete all the objectives.

To Conclude Criminal case is “The best crime themed puzzle type game out there on Facebook”

List	Interactivity	Quality	Usage	Rating
Criminal Case	High	4 - High	Regular / Addictive	4 out of 5

PING PLAYTESTS



High school Story is a Quest achieving Mobile game. The game was released in mid-2013. It is been considered, not a very popular social game but an entertaining one. The game asks the player to build and manage a High school. Player also has to keep his students happy etc.

Player interact solely by touching on screen, the interactivity is pretty high for a social game (as you have to interact in every small sequence). Lifespan of the game, the game does have an end to its quest so, I can't say whether it's unending or not, it's pretty odd for a social game. The Usage of the game depends on user, usually everyone returns to the game regularly on a definite time basis as this is a social game. The game is targeted towards massive market of Facebook and simulation enthusiasts.

The gameplay in High School Story is pretty generic. High School Story plays much like a typical social building game, but with a bookish twist. You enrol students from different cliques, including jocks, nerds, preppies, and several unlockable classes. Certain classes are necessary to complete certain quests, so it's a good idea to enrol a variety.

High School Story's graphics and soundtrack are relatively basic. The character models are cute, and feature amusing animations. When you recruit a student, you're given numerous customization options for skin and hair colour, which is a nice touch.

You play through High School Story as a teen who's trying to tailor his or her own high school experience. Your goal is to attract as many students as possible.

These new students need more than a chair and a ratty copy of *The Catcher in the Rye*, so you must adhere to their polite requests for facilities and materials. You also need to help them through the personal problems and paranoia that strikes every teen on occasion.

Despite of its common gameplay style pattern, the game proves its worth, more by its story and its ridiculous sense of humour.



List	Interactivity	Quality	Usage	Rating
High School Story	High	3 - Average	Regular	4 out of 5



Thailer @tbaumanis · 17h

FarmVille 2 is starting to consume my life just like the original did. Sorry professor, but this wheat isn't gonna harvest itself

Expand

Reply Retweet Favorite More

Lucky Supermarket

Lucky Supermarket is a social simulation game, free to play on Facebook, by GameBox.

Image credits [www.facebook.com]

Lucky supermarket is a kind of virtual supermarket simulator and the type of game which you would overhear about, in daily life but, with only some distinctive features, differentiating it from than other games. It depicts, how a supermarket functions at its best a videogames can portray.

Player interact solely with mouse clicks, I think I can say the interactivity is medium. Lifespan of the game is sorta unending or until developers decide its demise. The Usage of the game depends on user, usually everyone returns to the game regularly on a definite time basis as this is a social game. The game is targeted towards massive market of Facebook and simulation enthusiasts.

Gameplay



In this game, player have to manage a supermarket, and try to lead his business as well as possible.

He needs to solve prickly problems of the stocks of goods, trying to have plenty fresh goods and many happy customers.

It also matters how the goods are arranged on shelves, is a question of space management, to try to utilize at maximum available space. Player must decorate the supermarket and ensure a good service, to make customers to feel comfortable and to spend more money.

Lucky Supermarket has an energy system, for each action the players have to consume energy, and then wait to replenish this energy. Also, the customers arrive at the supermarket with bus at regular intervals, in consequence you must wait for the customer's accumulation rather than for the energy replenishment.

I personally think that, there are other better games (worth playing) rather than Lucky Supermarket 2012.

List	Interactivity	Quality	Usage	Rating
Lucky Supermarket	Medium	3 - Average	Regular	3 out of 5

PING PLAYTESTS



Yitien Chronicles is a simple MMO RPG game to pass your time. The game was released in 2013. The game is set in an old Japanese dynasty, which is realistic in its own aspect. The game is targeted towards massive market of Facebook and Role playing game enthusiasts.

Yitien is one of the first games of its kind with an entirely Chinese theme to be released in the Western market. Reality Squared Games hopes (and expects) that Yitien will not only provide entertainment, but will bridge the ever-shrinking gap between the East and West.

Despite being an RPG Players interact with mouse clicks, and I can quite far say that the interactivity is pretty low in this game. The game has just been out in the open and people are still playing this game. So I think the game's lifespan depends on the decision of developers. The Usage of the game depends on user, usually everyone returns to the game regularly on a definite time basis as this is a social game.

How does the Gameplay function?

RPG Games have deep context to everything in them. In this games, you can follow the main storyline as they travel through Yuan Dynasty China, defeat enemies and obtain items and equipment to increase their character's strength.

You complete quests for experience and various items like skills books, equipment, weapons, etc. Not all quests involve battles, some of them just consist of going to another NPC.

Quests gradually introduce various aspects of the game like pets, skills, friends, mounts, meridians, inner strength, masters, arena, etc. It is very easy navigating around the map because there is a feature called “auto-pathing”. You just basically click where you want to go in the “Quests” panel.

The progresses through the above story and gameplay pattern, and as anyone could expect from a Facebook game its Unending.

I universally reflect that, this game deserves a try from all non-Facebook gamers and RPG enthusiasts, who are out in **wilderness for a new RPG game.**



List	Interactivity	Quality	Usage	Rating
Yitien Chronicles	Low	3 - Average	Regular	3.5 out of 5

Marvel: Avengers Alliances

Marvel: Avengers Alliances is a Turn based Strategy Game, free to play on Facebook, by Marvel Games.

Marvel: Avengers Alliances is a strategy Game featuring Marvel's Super heroes. The game was released in mid-2012 by Polydom and is widely played throughout the world. The game is based on the fantasy agency: S.H.I.E.L.D. where you are one of the agents building an avengers team of your own in order to save the world. The game is targeted towards massive market of Facebook and Superhero Enthusiasts.

Player interact solely with mouse clicks, the interactivity is pretty high for a social game (as you have to interact in every small sequence). Lifespan of the game, the game does have an end to its chapters but the developers keep on adding cases into the game by every month or an half, it's pretty odd for a social game. The Usage of the game depends on user, usually everyone returns to the game regularly on a definite time basis as this is a social game.



Gameplay

At its most basic, Marvel: Avengers Alliance is a nod to the classic turn-based role-playing games that players have known and loved for decades. If you've ever played a vintage Final Fantasy title, you'll know exactly what to expect in terms of gameplay mechanics. Your party will feature three members, and each member and enemy on the field will take turns performing single actions. Actions consume stamina, and range from offensive attacks and defensive buffs to item uses, stamina recharges, and more.

It's a simple enough system to understand, but underneath these basic mechanics is a level of strategy not commonly seen in Facebook games.

Rather than simply mashing the attack command over and over, players will want to consider two very important elements when deciding which moves to make; condition modifiers and character types. Both heroes and enemies can be affected by a wide variety of conditions, and knowing how to make these work to your benefit is crucial to mastering the game.

The game offers a huge selection of superheroes from the Marvel Universe to pick from, each belonging to one of the five main classes. Some of them will join you as the story progresses, but most need to be purchased with "command points." On the upside, though, you'll often encounter special fights that let you play with a hero you haven't unlocked yet, giving you a taste of whether or not you'd want to add them to your collection.

An unique game which broke the laws of social games (in a nice way) and in its place created a new standard, that Facebook games can be something more rather than nearly random repetitive garbage.

List	Interactivity	Quality	Usage	Rating
Marvel: Avengers Alliances	High	4 - Average	Regular	4 out of 5



PLAY THIS GAME ON



Microsoft's Kodu Game Labs

KIDS! ARE YOU READING?

Kodu Game Labs is the visual programming software, which is designed to be accessible by children and enjoyable by anyone. It can be used to create a variety of different games from first-person action games to adventure and puzzle game

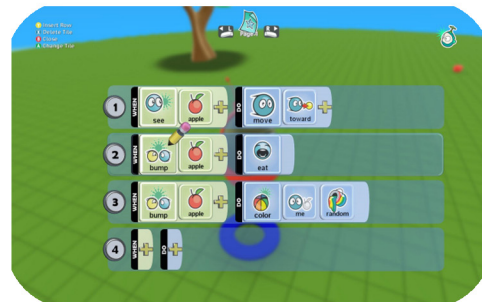
s. It is very useful for children who want to create simple games and also for people who want to practice developing games without the help of programming

It is different also easier software to learn and experience as:

- It avoids typing code instead having users construct programs using visual elements via a game controller or keyboard.
- Rather than a bitmapped or 2D display, programs are executed in a 3D simulation environment.

Kodu Game Lab has also been used as an educational learning tool in selected schools and learning centers. It is available on the Xbox LIVE Marketplace as an Indie game. There is also a PC version in an open beta which is available to anyone at their website.

From the picture below we can see the display and how a user can program a certain object or character in the world.



The picture above shows the programming interface and how the characters and objects rely on a simple “when” and “do”

The interface I found it very easy to understand even though the initial tutorials were not helpful enough for beginners. It could be said that the software is very vast in its creation aspect only being limited by number of objects and obviously the user's, creativity. Overall the software is very useful and simply learnable.

-George Zacharias



Software	Interactivity	Quality	Usage	Rating
Kodu Game Lab	High – the objects and characters in must be programmed to do anything and the world can only be changed if the user chooses to do so.	Good. A very useful and easy understandable software. Easy for children too	Frequent	3.5/5



148Apps @148Apps · Dec 20

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Lucky Supermarket

Walkthrough



Introduction

Lucky supermarket is virtual supermarket simulator. You are the owner of the supermarket and you have manage it. This game shows how a supermarket is being run.

Gameplay

In the beginning of the game, the game directly go in to play with instructions. There is no tutorial as such. The first thing you do is build a shelf to stock goods of apples. Shelves should be built near to the path tiles so that the customers can reach them and buy them.

If there is any shelf which is not near to the path tile then you have to build path tile in order for the customers to reach them. Once the goods are finished you will have to replenish them so that there is no empty shelves. There is quest icon on the left to accept quests.

-Frank Thaliath



Lucky Supermarket

Quests will help you advance through the game. The player have to solve the problems of stocking of goods, have plenty of fresh goods to get happy customers while shopping. Everything depends on your managements skills, you will have to use the available space to the optimum level.

There is energy system in this game, for each action the players have to use energy. You can wait for energy to get replenished. Also decorate your supermarket so that the customers feel happy with the ambience.

The customers arrive at the supermarket with bus at regular intervals so plan everything according to it. Levelling up fast is the best way to get new variety of goods and products to be used in your supermarket.

Multiplayer

The multiplayer aspect of this game is that you can visit the other player's supermarket. You can see what they have in their supermarket. You can also help them with stocking goods or money.

Also you can add them as your friend and also other players can visit your supermarket. If you need help the other player who visits can help you with stocking or money.

-Frank Thaliath



NEWS TICKER

#02 Who said first-person shooters would stay the same? What about this Music-based shooter?:

The Harmonix game development studio, known for its Music-based video games like Guitar Hero and Rock Band have surprised everyone by their latest title: Chroma a music-based first person shooter. FPS gamers will get their money's worth especially because Hidden Path Entertainment, the team which made Counter Strike: Global Offensive is co-developing the game. This can be said that the admittedly-inexperienced Harmonix will have guidance and can ensure that the shooting feels right.

Chroma is best summed up as a class-based multiplayer game of point-capture, with two teams trying to hold onto as many points on the map as they can. The individual abilities of each class are what make Chroma a music-shooter, and not just any old shooter. For example, the Engineer's gun will only fire if you're able to follow along to a beat-match path similar to something from Rock Band. Other classes will be largely familiar to shooter players, but they all feature musical tweaks. The "Sneak" class features a sniper rifle that can shoot at any time, but doles much more damage when fired on the down beat.



#01 Candy Crush Saga plans on Going Public on the Stock Market:



King Digital Entertainment has filed its initial IPO papers with SEC and plans on rising up to \$500 million in its initial public offering. Being reliant on the success of Candy Crush, with that one game generating 80% of the company's revenue, but 93 million daily players for Candy Crush Saga won't go unnoticed.

"We have experienced significant rapid growth in our operations, and we cannot assure you that we will effectively manage our growth." And also, "frequent and unpredictable changes in consumer preferences may cause player interest in the casual game format to decline." The casual gamers market is quite fickle as we know. hope to see more of in the future".

- All News Articals are written & compiled by

George Zacharias

Frank Thaliath

Alankrith Shankar



Bethesda Softworks @Bethblog · Feb 18

To our friends @irrationalgames: Thanks for the amazing games! We wish you best and we'd love to hear from you. bit.ly/emTGsC

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Picture credits:

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Flappy bird game over:

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