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(54) **ASYNCHRONOUS TEAM-BASED GAME**

(76) Inventors: **Eyal Ronen**, Ramat Hasharon (IL); **Doron Nir**, Tel Aviv (IL)

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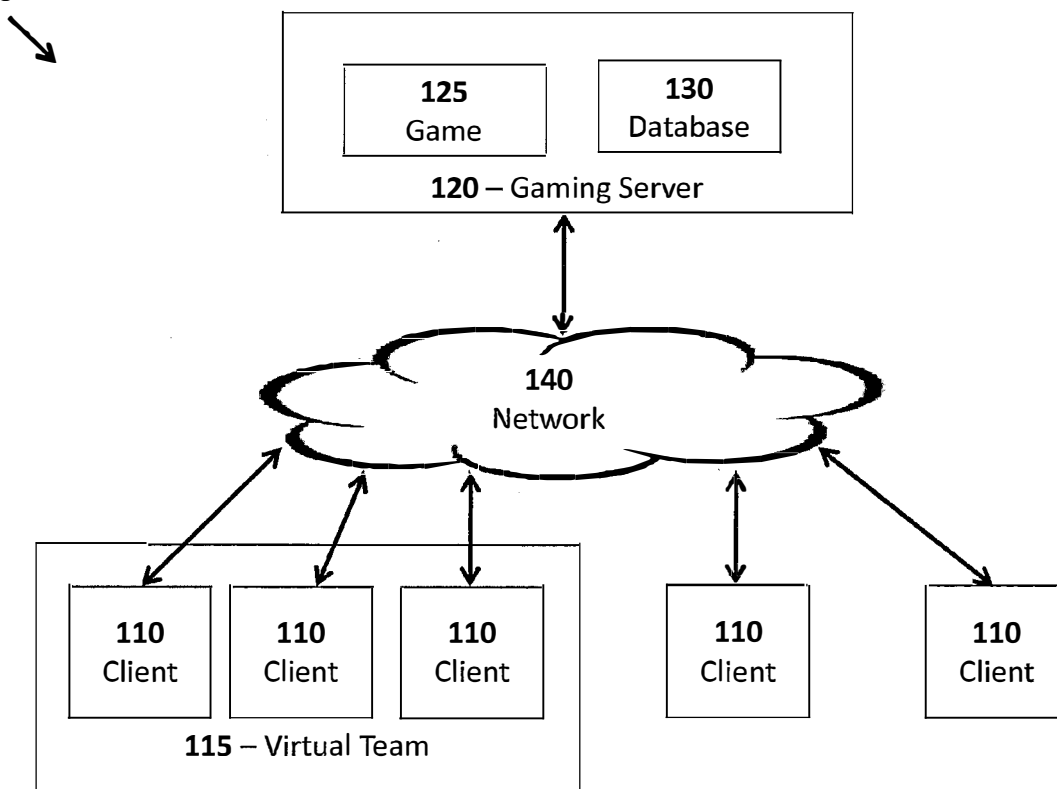USPC **463/42**

(57) **ABSTRACT**

An asynchronous, multiplayer gaming platform is disclosed which provides for a collaborative team effort on a shared canvas. Shared elements (e.g., a shared canvas, shared object or a shared inventory) of a game are stored on a computer readable storage medium that is accessible to the players of the team over the network. Data is received from a first player of the team which is indicative of gaming activities modifying the shared elements. The shared elements are updated with the data received from the first player to generate an updated game state. Update data representing the updated game state is transmitted to at least one other player on the team.

100

Figure 1

200

| 205 Content Retriever | 210 Content Updater | 215 Local Memory | 220 Merger |

110 – Client

Figure 2

Figure 3

300

305 Asynchronous Team Play Controller	**310** Team Controller	**315** Shared Canvas Controller
320 Ghost Controller	**325** Inventory Manager	**330** Task Manager
335 Content Management System	**340** Socializer	**345** Communication Adaptor

301 - Memory

351 Game Data	**352** Shared Canvas	**353** User Profiles	**354** Team Profile

360 Processor

350 - Database

120 – Gaming Server

400

401
Client loads the game when a user
begins gameplay

405
Client sends request to server for
updated data associated with a game

410
Any
updates?

No

Yes

415
Retrieve updated data
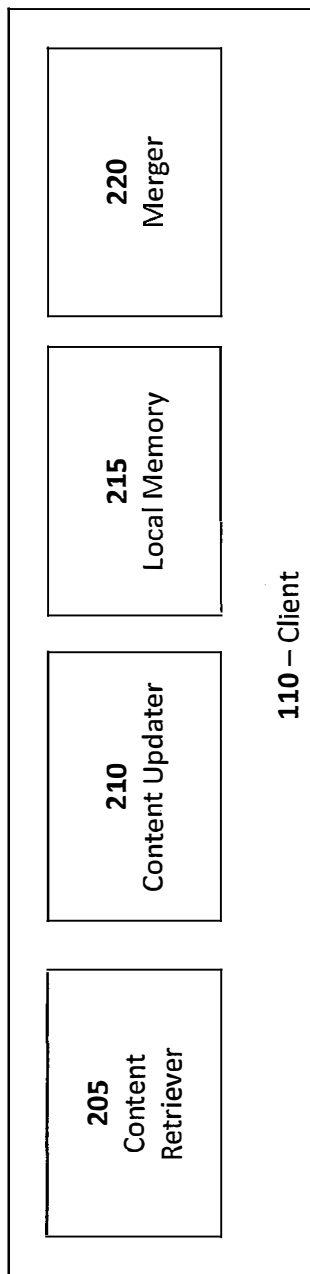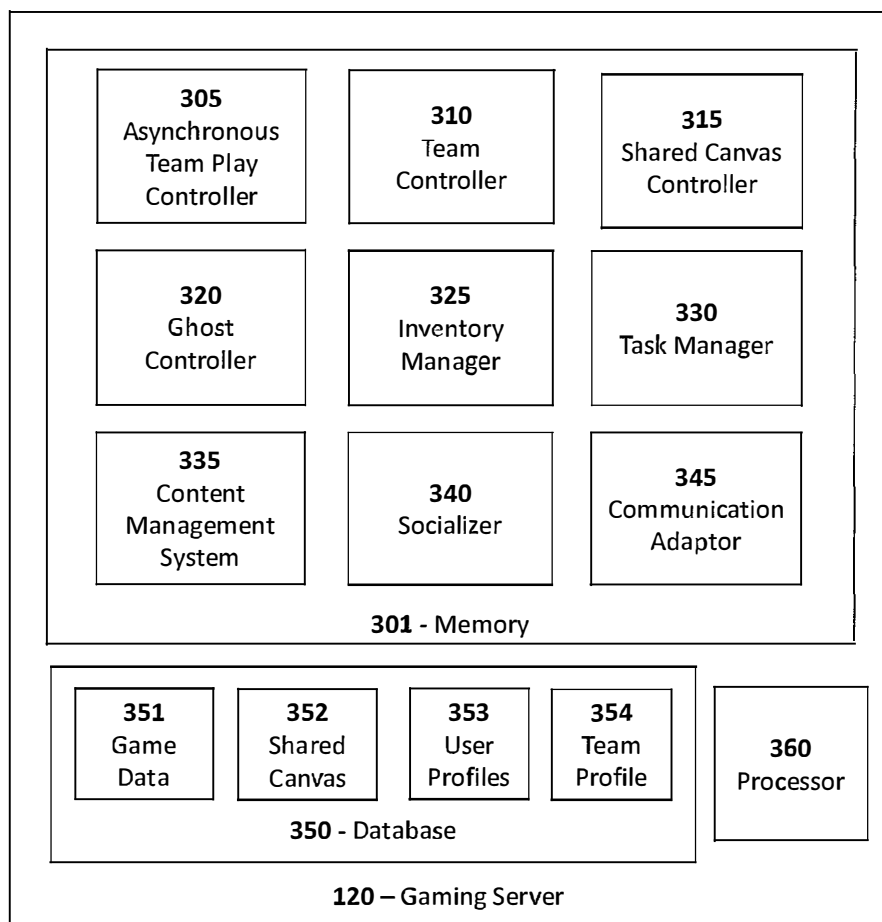
420
Update canvas and local data with
retrieved data

Figure 4

DOCKET ALARM
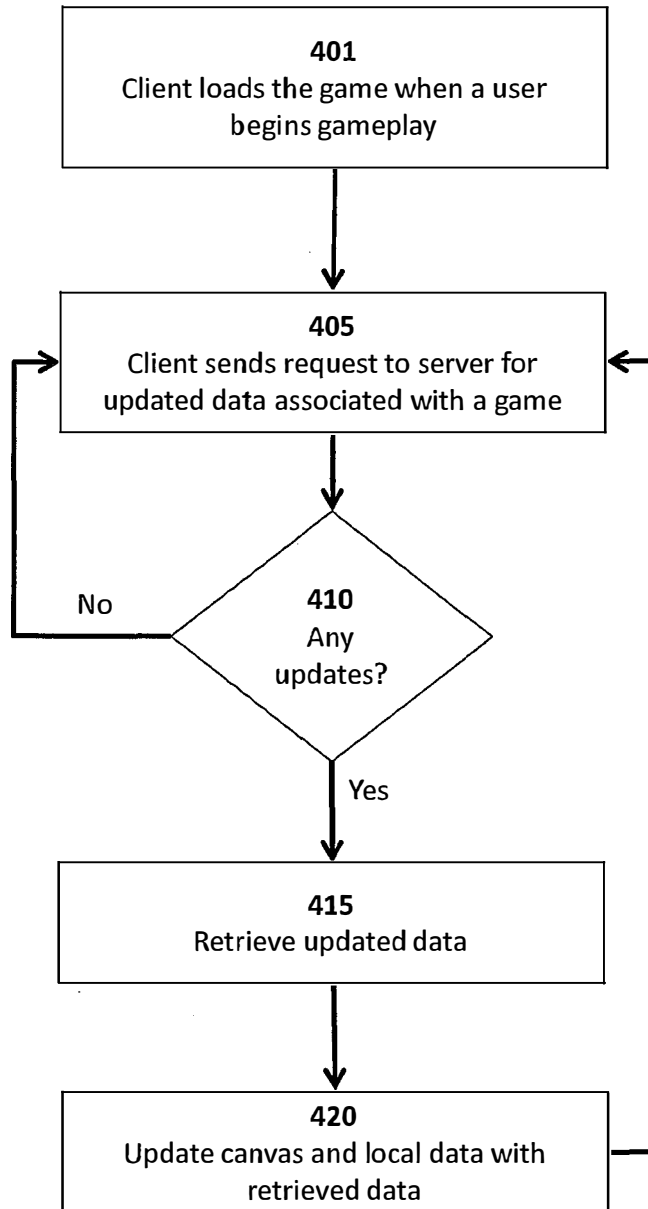
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