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(54) **REWARDING PARTICIPATING PLAYERS ON A COLLABORATIVE GAME TASK IN AN ONLINE GAME**

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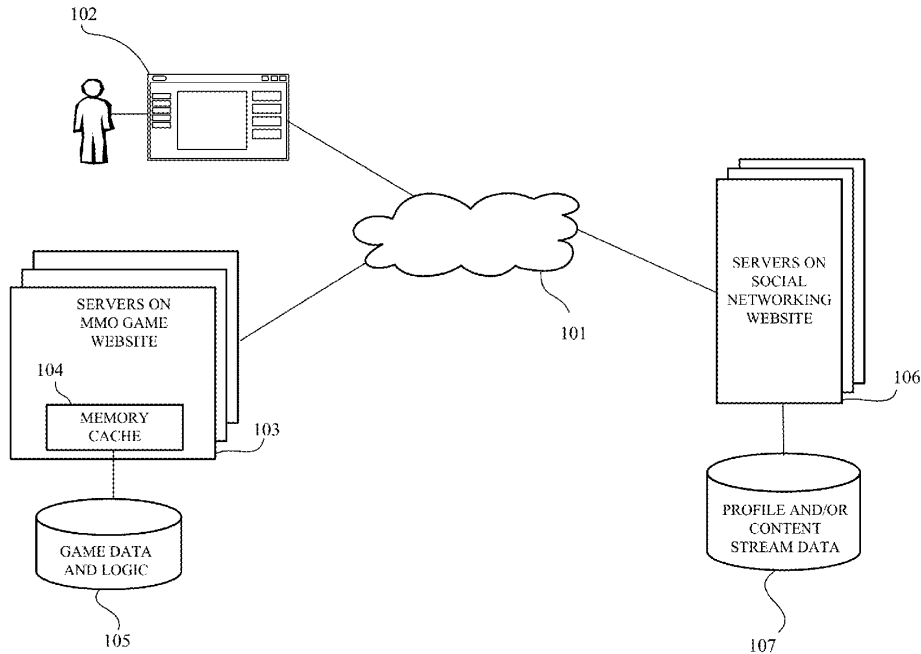**Publication Classification**

(57) **ABSTRACT**

Software at a MMO game website creates a team to perform
a collaborative game task in the MMO game. Each player on
the team is assigned from a queue of players who share one or
more attributes. The collaborative game task is composed of
a plurality of individual game tasks. Each player on a team is
assigned an individual game task by the software. The soft-
ware provides a game reward to a player after the player has
satisfactorily completed less than all of the individual game
task assigned to the player. The software determines that a
team has satisfactorily completed the collaborative game
task, according to game mechanics associated with the col-
laborative game task. Then the software provides a game
reward to each player on the team.

Figure 1

Figure 2A

202 SOCIAL NETWORKING (OR SOCIAL MEDIA) WEBSITE (e.g., FACEBOOK OR GOOGLE+)

201 BROWSER OR APP RUNNING ON MOBILE DEVICE (e.g., SMARTPHONE OR TABLET COMPUTER)

204 LOAD BALANCERS

205 ELASTIC WEBSERVER (e.g., APACHE HTTP SERVER) ARRAY

206 MEMORY CACHE (MEMCACHED)

207 SYNC QUEUE

208 DATABASE (MySQL)

203 LAMMP (LINUX, APACHE, MEMCACHE, MySQL, PHP)

Figure 2B

SOCIAL NETWORKING (OR SOCIAL MEDIA) WEBSITE (e.g., FACEBOOK OR GOOGLE+)
202

BROWSER OR APP RUNNING ON MOBILE DEVICE (e.g., SMARTPHONE OR TABLET COMPUTER)
201

LOAD BALANCERS
204

ELASTIC WEBSERVER (e.g., APACHE HTTP SERVER) ARRAY
205

MEMORY CACHE (MEMBASE/COUCHBASE)
206a

PERSISTENT STORAGE (MEMBASE/ COUCHBASE)
206b

203

CREATE TEAM (e.g., VIRTUAL COOKING TEAM) TO PERFORM COLLABORATIVE GAME TASK (e.g., VIRTUAL MEAL) IN MMO GAME (e.g., VIRTUAL COOKING GAME), WHERE EACH COLLABORATIVE GAME TASK IS COMPOSED OF SET OF INDIVIDUAL GAME TASKS (e.g., DISHES) — 301

ASSIGN INDIVIDUAL GAME TASK (e.g., DISH) TO EACH PLAYER ON TEAM — 302

REMOVE EXISTING PLAYER FROM TEAM, IF EXISTING PLAYER IS NOT PARTICIPATING — 303

ASSIGN NEW PLAYER TO TEAM — 304

DETERMINE THAT TEAM HAS SATISFACTORILY COMPLETED COLLABORATIVE GAME TASK (e.g., VIRTUAL MEAL), ACCORDING TO GAME MECHANICS ASSOCIATED WITH COLLABORATIVE GAME TASK — 305

PROVIDE GAME REWARD (e.g., VIRTUAL CURRENCY, OTHER VIRTUAL RESOURCES, EXPERIENCE POINTS, OTHER MEASURE OF PLAYER LEVEL OR GAME STATUS, etc.) TO EACH PLAYER ON TEAM — 306
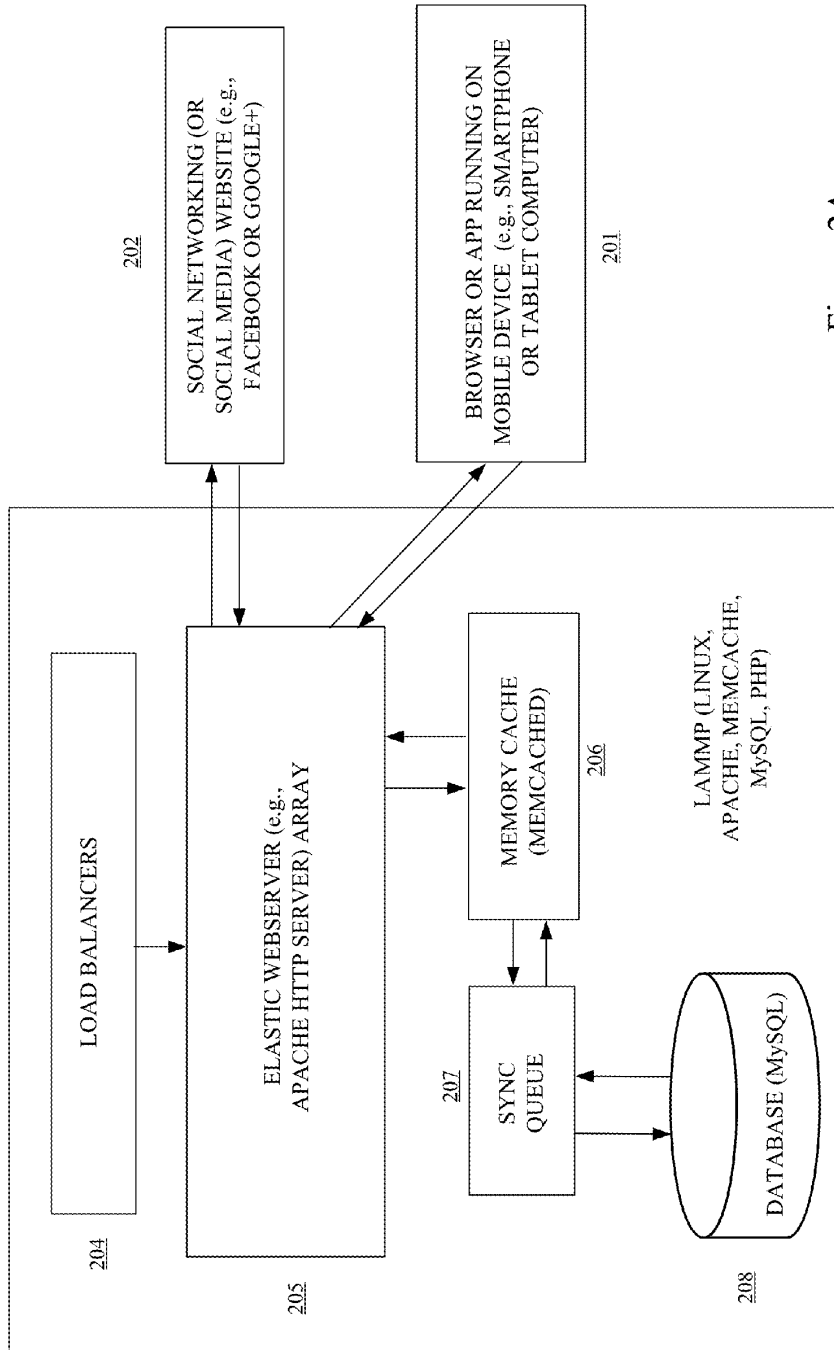
Figure 3

DOCKET ALARM
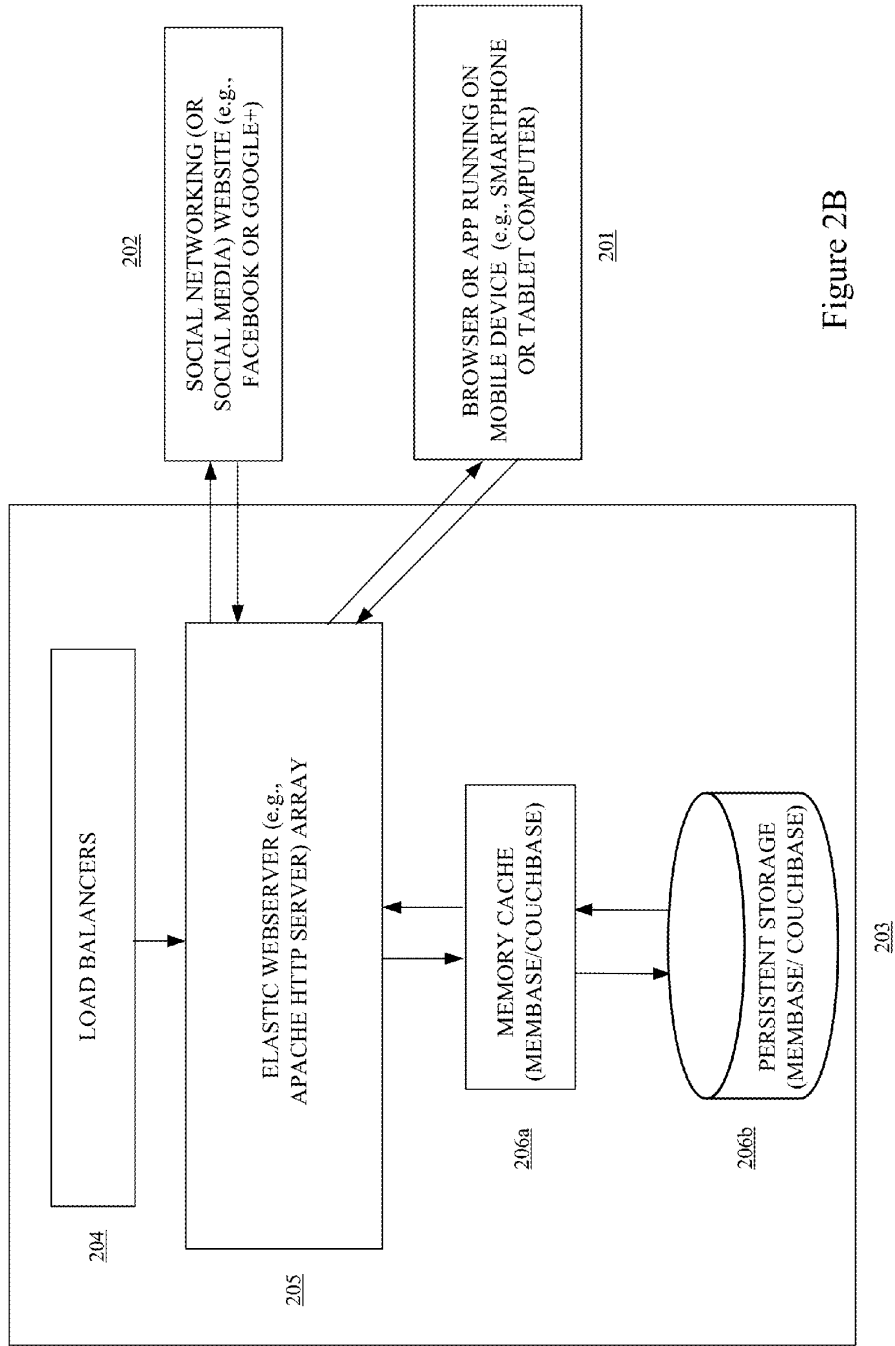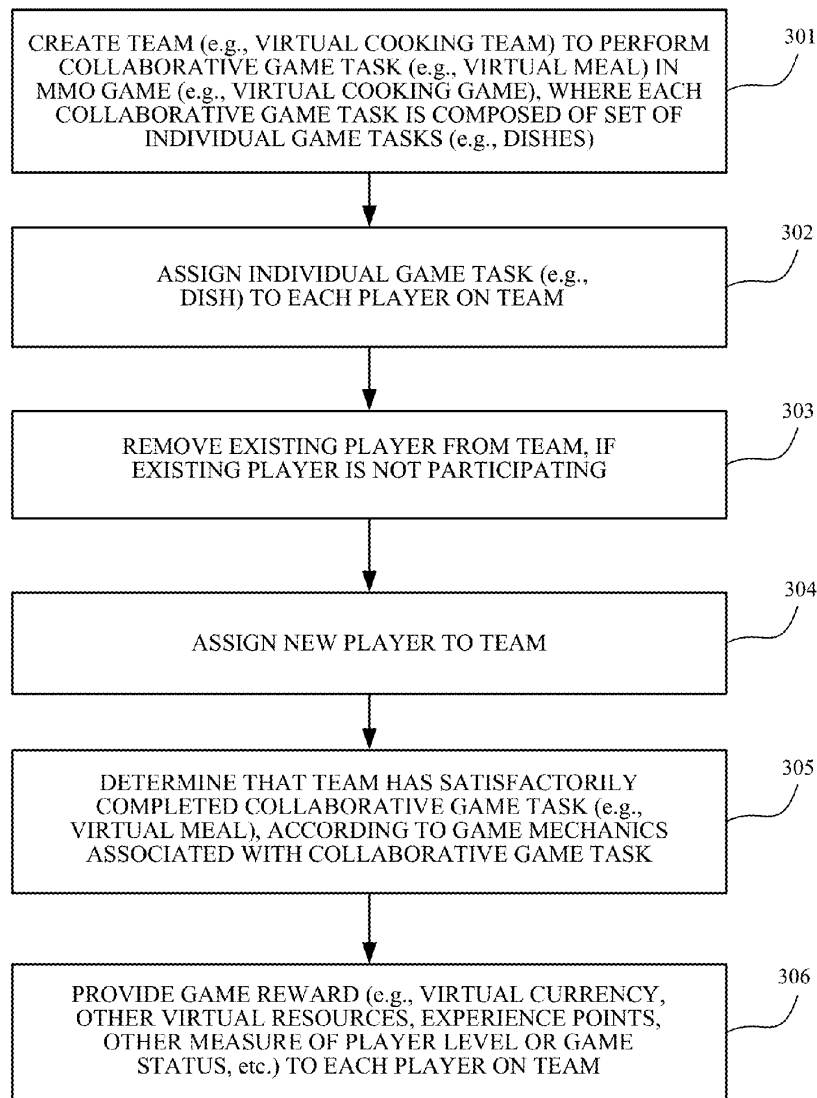
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