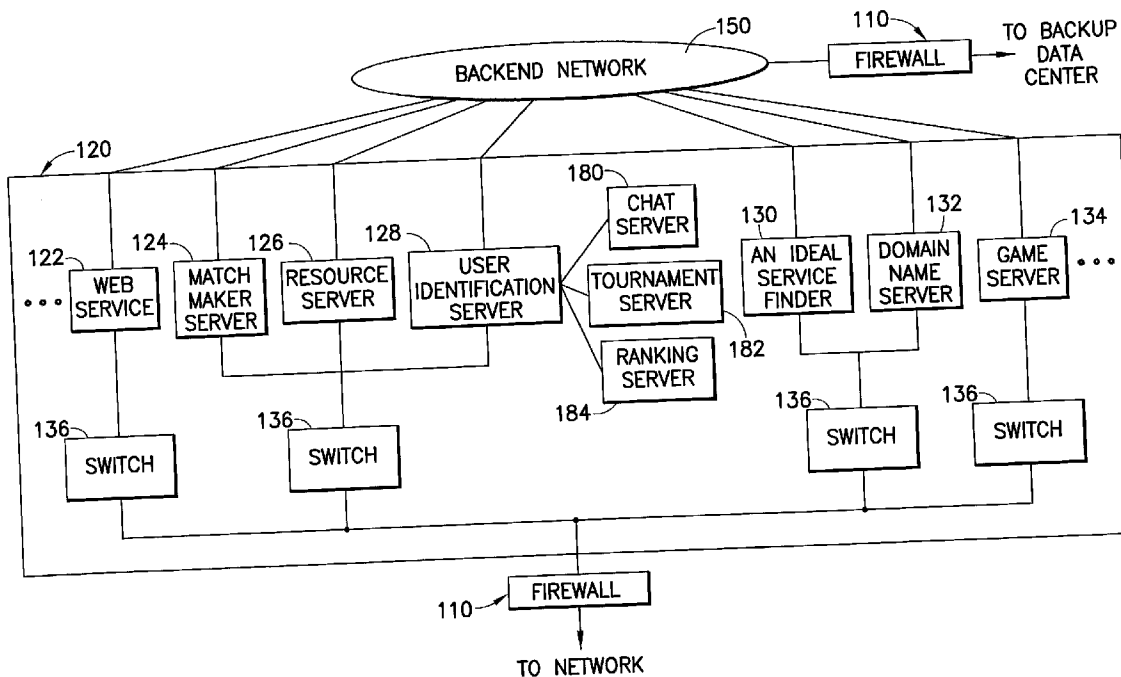(19) **United States**

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(54) **MULTI-PLAYER COMPUTER GAME, SYSTEM AND METHOD**

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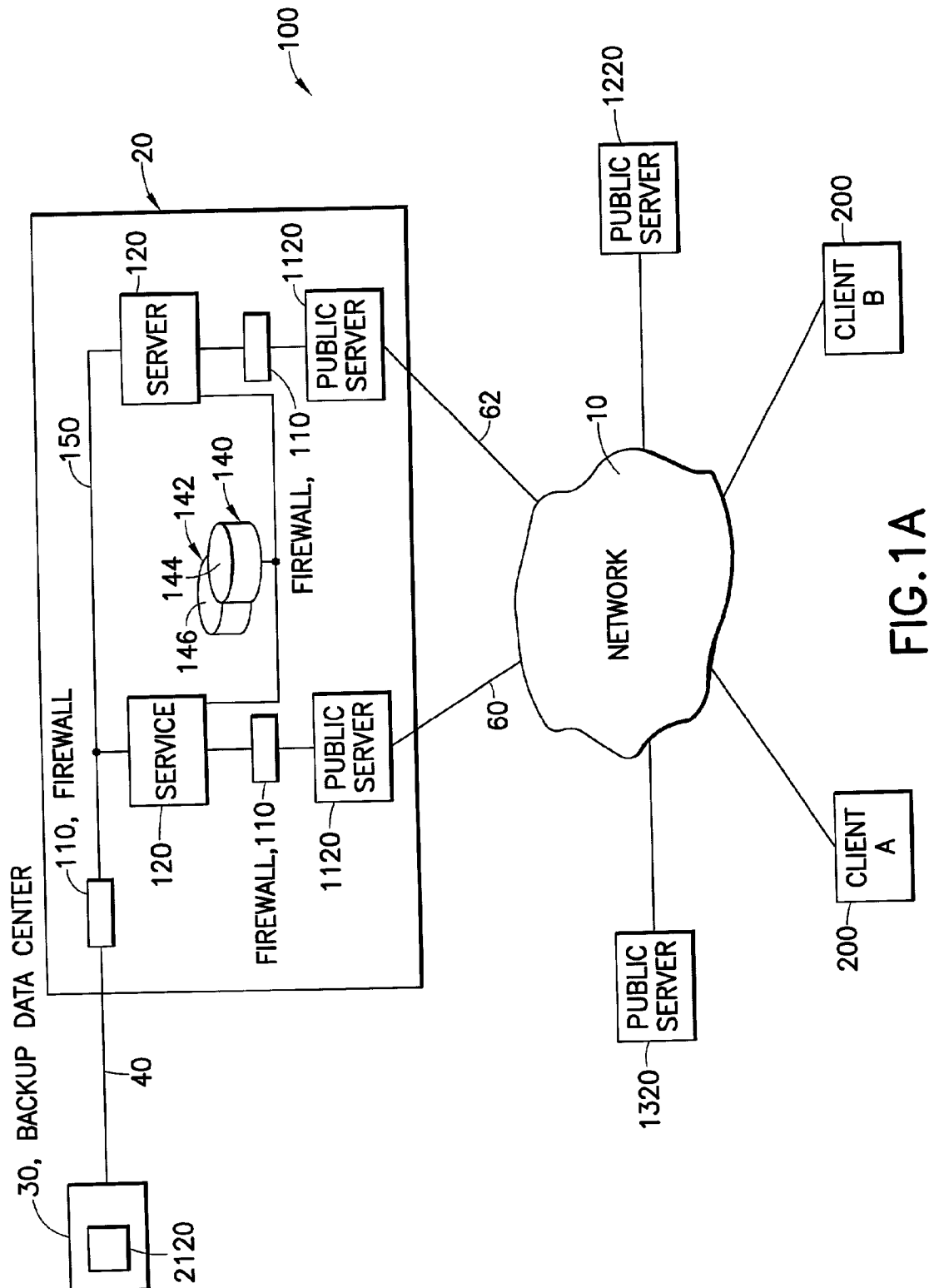(63) Non-provisional of provisional application No. 60/183,318, filed on Feb. 17, 2000.

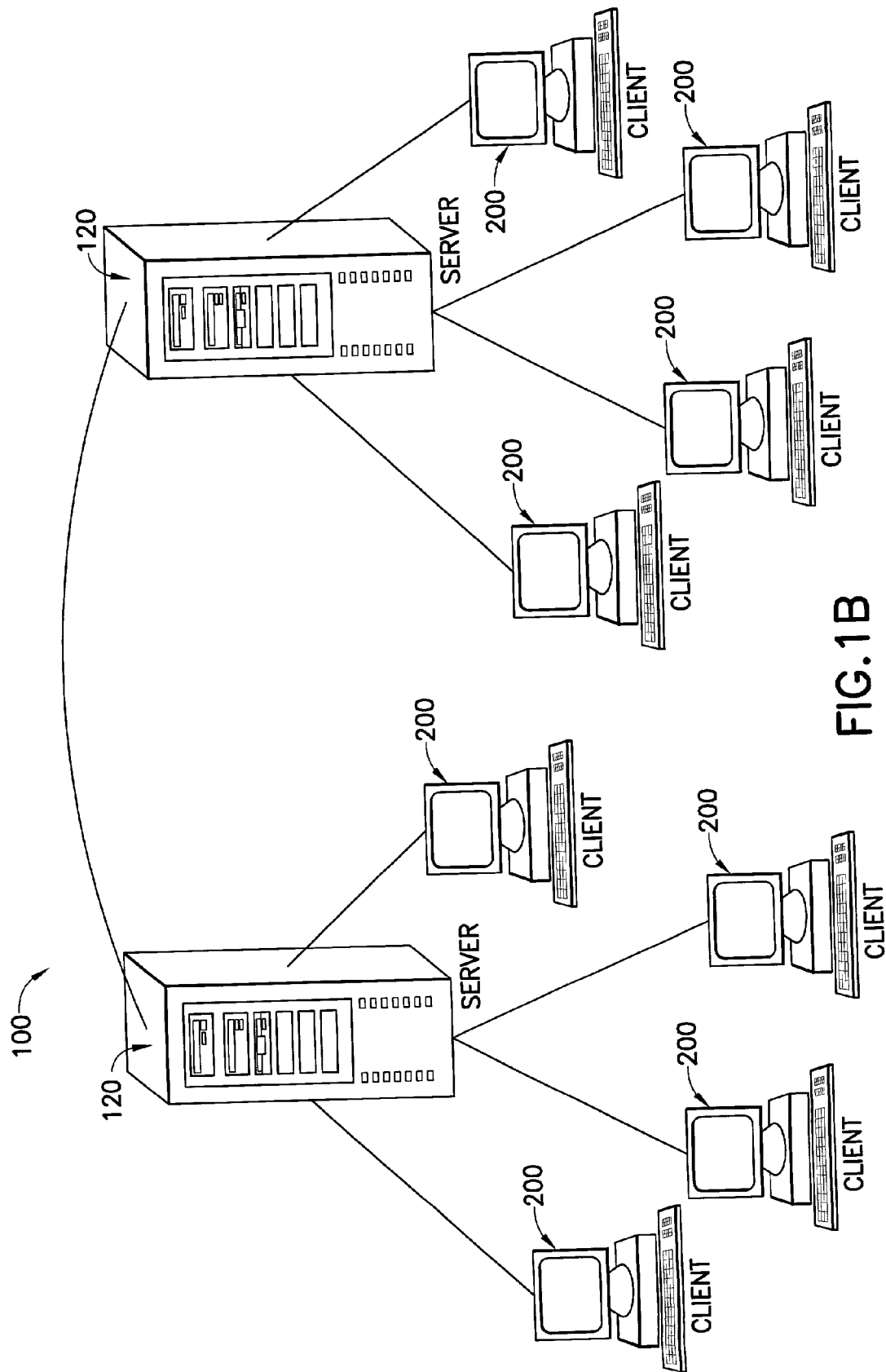**Publication Classification**

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(57) **ABSTRACT**

A multi-player computer game, system and development method that facilitate multi-player game play between and among various hardware platforms employing various operating systems and communication protocols. Multi-player game play between and among a plurality of players is now possible regardless of the hardware platform, communication protocol, and operating system of each of the player's computing devices. Players having different hardware and software configurations on their respective computing devices and communicating using various communication protocols may engage each other in multi-player game play. New application modules may be developed using a cross platform core and other foundation technologies to simplify and speed software development. Coding to a specific operating system or hardware device or protocol is no longer required.

FIG.1A

FIG.1B

FIG.1C

200

CLIENT LOGIC 100%

200

CLIENT LOGIC 100%

120

SERVER LOGIC 0%

100

FIG.1D

200

CLIENT LOGIC 100%

200

CLIENT LOGIC 100%

DOCKET ALARM
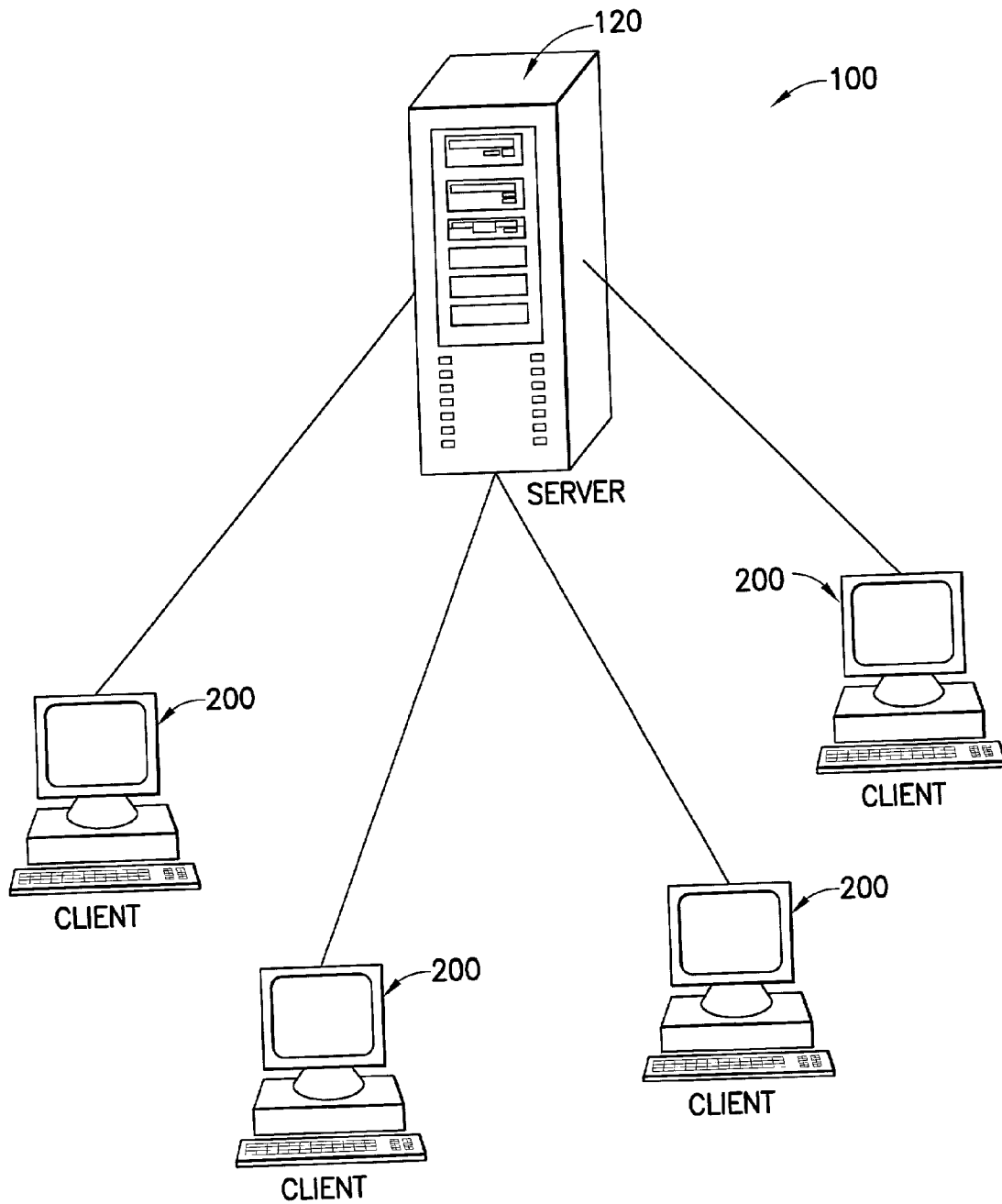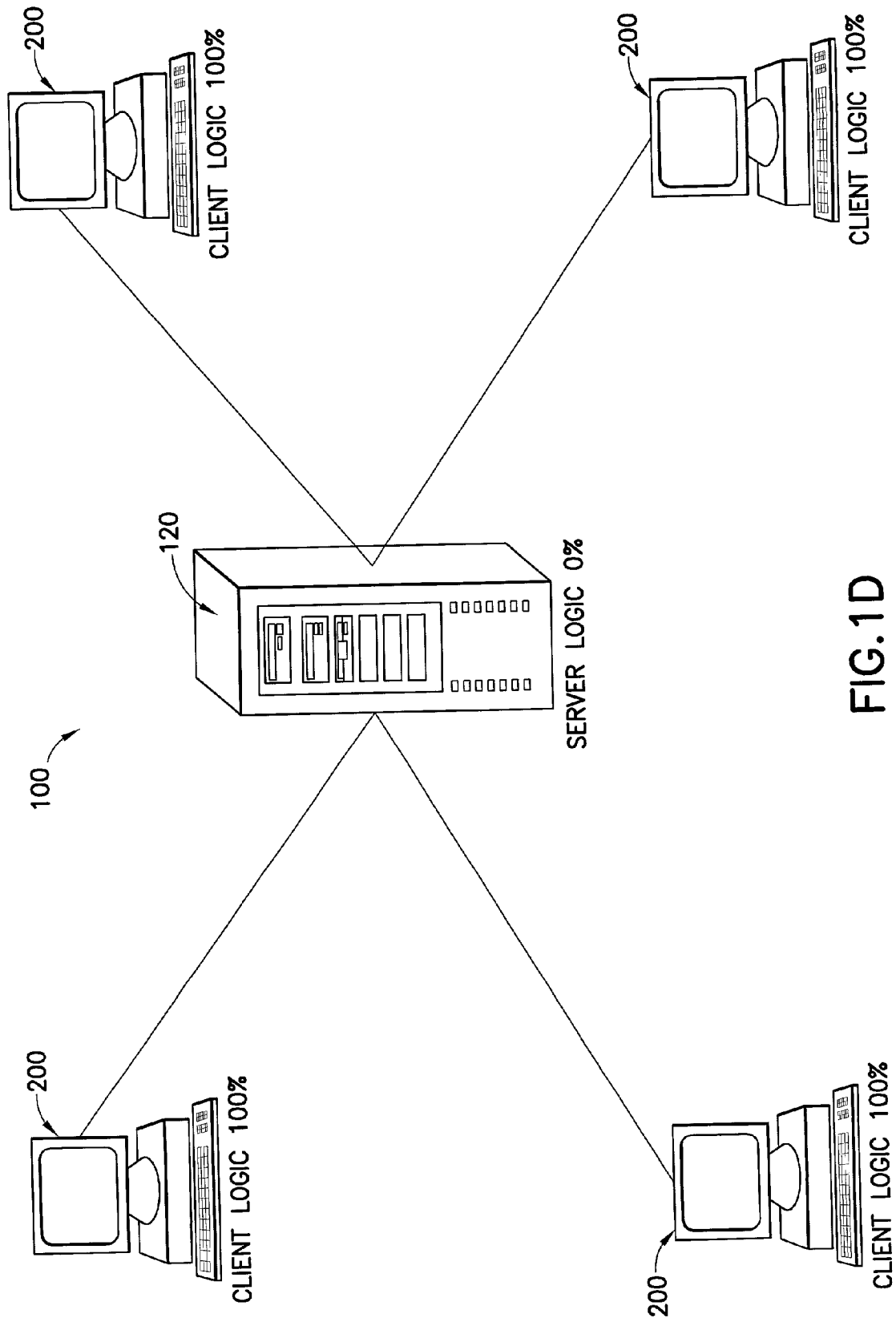
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