METHOD FOR PROVIDING BATTLE GAME, SERVER DEVICE, AND COMPUTER-READABLE RECORDING MEDIUM

BACKGROUND

[0001]

Disclosed herein are a method for providing a battle game to each client device via a network, a server device, and a computer-readable recording medium.

[0002]

As proposed in JP2013-066524 A, online game services provided from server devices to client devices via communication networks are popular, and many game titles are released from a plurality of platforms. There are a wide variety of types and categories of such games. Of these, social games that enable a plurality of players to participate in the same game are particularly gaining popularity. As this type of social game, for example, the following game service is commercially available: groups composed of characters operated by a plurality of players are formed, and players can not only participate in a battle event between groups but also communicate with each other. Such a game service is called MMORPG (Massively Multiplayer Online Role Playing Game), and built on predetermined human relationships among players though in a virtual world. As a technique of activating game operation by strengthening a sense of unity and solidarity among players, game presentation processing of increasing the

effect of successive attacks when a plurality of characters belonging to the same group successively attack enemy characters is known as an example. This presentation processing is called "combo". Examples of known techniques regarding combos include: increasing the effect of successive attacks more when the number of attacks made within a predetermined time from the first attack is larger; and increasing the effect of successive attacks more when the number of successive attacks is larger on the condition that the time difference between attacks successively made by two characters is within a predetermined time.

SUMMARY

[0003]

For a plurality of players to make successive attacks in cooperation with each other, the players need to be proficient in the battle game to a certain extent, and there is hardly any scene where inexperienced players can play active parts. Since it is more advantageous in terms of game development to form a group of skilled high-level players, inexperienced players are not sufficiently motivated to participate in the battle game.

[0004]

Embodiments of the invention solve the problem stated above, and enhance low-proficiency players' motivation to participate in a battle game.

[0005]

To solve the problem stated above, a method for providing a battle game disclosed herein is a method for providing a battle game between groups, which are composed of characters operated by players through client devices, to each client device via a network, wherein a server device storing, for each character, a parameter which serves as an indicator for developing the battle game between the groups: calculates a difference in the parameter between two characters belonging to the same group and successive in attack order; and performs presentation processing of increasing an effect of attack by the group according to the difference in the parameter. The parameter which serves as the indicator for developing the battle game differs between a high-proficiency player and a low-proficiency player. By performing the presentation processing of increasing the effect of successive attacks based on such a difference, it is possible to create more scenes where low-proficiency players can play active parts and thus activate game operation.

[0006]

According to embodiments of the invention, low-proficiency players' motivation to participate in a battle game can be enhanced.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007]

FIG. 1 is a diagram showing a network structure of a game system according to an embodiment;

FIG. 2 is a block diagram showing a structure of a server device according to the embodiment;

FIG. 3 is a block diagram showing a structure of a client device according to the embodiment;

FIG. 4 is an explanatory diagram showing an example of a game screen according to the embodiment;

FIG. 5 is an explanatory diagram of a "combo" presentation effect according to the embodiment; and

FIG. 6 is a flowchart showing flow of "combo" presentation processing according to the embodiment.

DETAILED DESCRIPTION

[0008]

The following describes an embodiment of the invention with reference to drawings.

FIG. 1 shows a network structure of a game system 100 according to this embodiment.

The game system 100 comprises a server device 10 for providing a battle game service to a plurality of client devices 30 via a network 20. The server device 10 is a network node having a function of providing the battle game service. As an example, the server device 10 is composed of a host computer with high operation processing capacity,

though this is not a limit. As another example, the server device 10 may be composed of a general-purpose communication terminal device. Each client device 30 is a network node having a function of receiving the battle game service. As an example, the client device 30 is composed of a general-purpose communication terminal device. In this specification, the network node for providing the battle game service is referred to as "server device" regardless of its operation processing capacity, and the network node for receiving the battle game service is referred to as "client device". The online game service is provided when the server device 10 returns a response to a request from the client device 30.

[0009]

The host computer constituting the server device 10 need not necessarily be one computer, and the server device 10 may be composed of a plurality of subcomputers distributed on the network 20. Examples of the general-purpose communication terminal device constituting the server device 10 or the client device 30 include a desktop PC, a notebook PC, a tablet PC, a laptop PC, and a mobile phone. For example, the mobile phone is a handheld mobile terminal such as PDC (Personal Digital Cellular), PCS (Personal Communication System), GSM® (Global System for Mobile communications), PHS (Personal Handy phone System), or PDA (Personal Digital Assistant), and is capable of data communication by a standard such as W-CDMA (Wideband Code

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