

Foreword and Editorial

World Journal of Game Science and Engineering (WJGSE)

We are very happy to publish this issue of an International Journal of Internet of Things and its Applications by Global Vision Press.

This issue contains 1 article. Achieving such a high quality of papers would have been impossible without the huge work that was undertaken by the Editorial Board members and External Reviewers. We take this opportunity to thank them for their great support and cooperation.

The paper entitled “An Online Multi Player Strategy Game”, the current Model “Online Multiplayer Strategy Game” is an online multiplayer strategy game which is developed as a web application. Each player starts the game as the leader of a small undeveloped village, surrounded by undeveloped resource fields. Creating military units will allow them to attack a person or defend from enemy attacks. The main motive of the game is to gather resources with villagers, developing village by constructing new buildings, creating as many troops as you can and destroying the enemy alliance with your alliance. The current Model is developed using mean stack. A standard java stack called MEAN is used for designing and building the dynamic web pages. Also the same software is used for MongoDB and other sources etc,. The current work sparks the player’s creativity, develops problem solving skills, and improves one’s planning, management and foresight. The game is portable and can be accessed from anywhere.

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