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<p>A multiplayer video game is a video game in which more than one person can play in the same game environment at the same time, either locally on the same computing system (couch co-op), on different computing systems via a local area network, or via a wide area network, most commonly the Internet (e.g. World o) Tj T* BT

are a single game system or use networking technology to play together over a greater distance; players may compete against one or more human contestants, work cooperatively with a human partner to achieve a common goal, or supervise other players' activity. Due to multiplayer games allowing players to interact with other individuals, they provide an element of social communication absent from single-player games.</p>

<p>Gauntlet (1985) and Quartet (1986) introduced co-operative 4-player gaming to the arcades. The games had broader consoles to allow for four sets of controls.</p>

<p>Not all local multiplayer games are played on the same console or personal computer. Some local multiplayer games are played over a LAN. This involves multiple devices using one local network to play together. Networked multiplayer games on LAN eliminate common problems faced when playing online such as lag and anonymity. Games played on a LAN network are the focus of LAN parties. While local co-op and LAN parties still take place, there has been a decrease in both due to an increasing number of players and games utilizing online multiplayer gaming.[9]</p>

<p>Asymmetrical multiplayer is a type of gameplay in which players can have significantly different roles or abilities from each other   enough to provide a significantly different experience of the game.[10] In games with light asymmetry, the players share some of the same basic mechanics (such as movement and d) Tj T* BT

tiplayer online battle arena (MOBA) genre such as League of Legends and Dota 2, and in hero shooters such as Overwatch and Apex Legends. In games with stronger elements of asymmetry, one player/team may have one gameplay experience (or be i) Tj T* BT

different way, with different mechanics, a different type of objective, or both. Examples of games with strong asymmetry include Dead by Daylight, Evolve, and Left 4 Dead.[10]</p>

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