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Multiplayer games are video games that enable multiple players to interact with each other in a shared game world. These interactions can take various forms, including cooperative play, competitive matches, and online social experiences.

[How To Develop Multiplayer Games: A Detailed Guide - LinkedIn](#)

[An Introduction to multiplayer network and server models - Unity](#)

The main two server models are: Client-hosted: A model where one player in the game acts as the host, and their device is the authority on the game state. Dedicated game server: A model where the game simulation is run on a separate device.

[Unity: how-to intro-to-network-server-models](#)

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