

Consistency in Performance, Make a Player Great

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ABSTRACT

Consistency in performance is very crucial for a player to be in the game. Consistency in performance distinguishes a great player from the ordinary players. A player has to work hard in every aspect of game so as to be consistent in performance.

A player has to sacrifice a lot of things in life so as to reach at top by performing consistently at every stage of game. An ordinary player performs in one game and does not work hard to do well for future games and fails in performing frequently. It is also observed that a player needs to be mentally tough in order to perform consistently in game. He/she should be active enough to do hard work as lazy player does not work hard and performs inconsistently.

KEYWORDS:

Consistency, Performance, Player

INTRODUCTION

A player has a dream to play for his state or nation. To fulfill this dream, a player works hard on the performance and physical fitness. By this hard work and performance, he/she gets a chance to play at state or national level. It s said that to be successful is easy but it is very difficult for a player to maintain the performance and remain at the top of the game.

To be at the top of the game, a player has to add more things in his/her game so that more improvements can be done in his/her game.

A cool mind is very crucial in every sport. A player should be active and sharp so as to make strategies against the opponents. For that, a player is given Yoga session as a part of training.

These days, it is observed that a player gets disturbed from the external factors and can't concentrate on their game. So coaches facilitate a Yoga session for the players so that the mind of a player can be cool and the concentration level can be raised.

In sports, it is said that a player should be mentally strong along with physical capabilities as a mentally strong player can fight against their opponents more effectively rather than a player with lesser mentally strong.

In some cases, it is found that a player has natural talent and he/she gets success in sports. But, at a point of time, they can't perform consistently due to lack of hard work.



Virat Kohli is a good example of a player who works hard and shows consistency in his game. He never gives up whatever the situation of the game and gives his more than hundred percent to perform more better and better.

There are many players from different field of sports who work hard and perform consistently. Some of these players are Sachin Tendulkar, Roger Fedrer, Saina Nehwal etc.

In multiplayer games, inconsistencies arise due to a combination of network latency and the use of prediction by the client to determine the local game state. Because of the real-time performance requirements of many forms of networked games, some inconsistency must typically be tolerated in exchange for faster feedback to the player and quicker resolution of game events.

The Human Factors framework discusses three aspects of multiplayer games that must be considered when determining consistency requirements. First, there are the types of entities found in the shared environment. E.g., objects such as avatars typically have tighter consistency requirements than other objects in the game world. Second are the types of interactions players can have with those entities, particularly whether interaction with multiple players is possible and whether the interaction affects game critical variables.

DISCUSSION

The framework then considers how player states may diverge in time and space and in rate of change. This work provides a good foundation for making consistency choices, but focuses primarily on the single dimension of the consistency problem of reducing inconsistency.

Game-critical events are highly visible occurrences with significant impact on the game's progression. Examples include picking up a piece of treasure, crashing into an opponent's car and blowing up, or defeating a "boss" enemy to complete a level. Game-critical events are different from, for example, moving an avatar, which can generally be easily undone or corrected, and where small differences in positions may be unnoticeable. The resolution of game-critical events in the presence of inconsistency can have an enormous impact on player experience and performance. In a shooter game, one player might be frustrated to miss an enemy who was clearly in his cross-hairs, while another might be upset at being hit while hiding behind a rock. When inconsistency causes players to see the world differently, the outcome of such game critical events can have unintuitive and negative consequences.



Sports offer many opportunities for people to make the best use of their abilities, to become part of a cooperative team effort, to experience the joy, and sometimes the misery, of winning and losing. In ancient times, our ancestors exhibited extraordinary talents in terms of activity. Accompanied physical by fierce competition, the arena of sports and games has evolved to assume professional dimension. Somehow or other, irrespective of age, the human race is involved in different kinds of sports either for recreation or for competition. In the present world, Sports have become extremely competitive. It is not mere participation or practice that makes an individual victorious. Qualitative sports life is affected by various factors like physiology, biomechanics, sports sports medicine, training, sociology and coaching, computer application and psychology and so on.

Our study shows that the consistency problem is multi-dimensional, as captured in the three dimensions of our design space. The three example games show that focusing on consistency alone is insufficient, and that the factors of decision-making and error repair are important in designing a complete consistency scheme. The study indicates that designers must consider questions such as the following: How important is consistency to decisionmaking? For example, in a scenario where two players attempt to pick up the same object at the same time, it is critical that all clients make the same decision, and a high-consistency consistency scheme should be adopted, such as local lag.

• To what degree can decision-making be viewed as asymmetric, in the sense that the results of the decision are more critical to one player than another? If this is the case, then the remote lag consistency scheme can be used.

• To what degree can corrections be tolerated? For example, in games where player movement is highly predictable, dead reckoning schemes may be appropriate as they will result in few corrections, and these can be easily and (often) imperceptibly repaired. However, if the corrections are highly noticeable, remote lag and local lag, both of which reduce the number and size of corrections, may be more suitable.

CONSISTENCY AND PERFORMANCE

The multi-dimensional nature of the consistency problem highlights the importance of user testing to determine the true effects of algorithmic choices on player experience. As we have seen, the best player experience is not always provided



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by the algorithm that leads to the highest consistency, or even the best player scores.

We saw two reasons why the participants actually preferred games where they scored worse. First, part of the fun of playing a game is the challenge of trying to accomplish a goal. If the game is too easy, players may find it boring and not as fun as a more challenging version. For this reason, we believe some of the gamers enjoyed the version of Eliminate where they could not aim directly at their opponent, but instead had to determine how much to lead them. Second, in one condition of Paddle Blasters, warps were used to correct the canoe position as quickly as possible which allowed the players to score better than in the other two conditions. However, the warps lead to jerky animation that many players found to be visually annoying.

Play testing also showed the fallacy of assuming that smooth corrections would always provide a superior experience over warping. Testing showed that remote lag was a surprisingly good option in many situations, as it negated the need for most of the corrections. The study shows that the type of game and the target player group are important considerations in developing a consistency strategy. Games designed for casual players may be able to use a simpler strategy, as many of the subtle effects may go unnoticed by

the players. However, fast paced games designed for expert gamers must carefully consider the impact of consistency choices on each interaction. We have seen that there are interesting interactions between the three axes. The use of remote lag can reduce the number of corrections making it easier to provide a smooth animation. However, remote lag also leads to the greatest state divergence and can make it more difficult to make game critical decisions that appear intuitive to all players. Dead reckoning has the potential to help with this and works well when the movements of the game entities are highly predictable. However, when an entity moves erratically, a large number of jarring corrections can result. Smooth correction techniques can mask the negative effects of the error repairs, but when the game uses physics and entities collide with each other, the corrections may be too large to mask with smooth corrections.

CONCLUSIONS

Our research has provided an expanded view of consistency in networked games, focusing on two factors – decision making and error repair – that can help designers improve player experience. We have performed a user study



confirming that it is not sufficient to focus on consistency alone.

While it is difficult to generalize the results of game performance studies because changing even small parameters in a game can possibly result in quite different results, we claim that it is productive to analyze individual games in terms of the three axes of the design space, and that surprising results can be obtained from these analyses.

From our study, we saw that consistency algorithms providing the best consistency do not necessarily lead to the best user experience. We found that players preferred smooth animation and preferred the results of game-critical decisions to be consistent with their view of the game, even when this resulted in lower overall consistency. Other surprising results included that smooth corrections were not always successful in masking error corrections, and that novice players often failed to noticed the effects of lag even when it caused their performance to suffer.

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