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Much is made of productivity-oriented apps or social media, and rightly so. We have to be productive and social media keep us connected. How about those moments when you just want to relax or distract yourself? You have them, I have them, they all have them. We are talking about Android games! No matter which Android device you use, you are likely to have some games that you play quite regularly to kill some time. Whatever your taste, you will find a game that suits your needs on the Play Store. We wondered, though: with all those studies closing or on the verge of disaster, is the Android game in good shape? Problems with the game When we read stories about closures of studios or financial problems, we wonder what went wrong. We all play games and have fun doing it, so why are they going to green? Unfortunately, the answer could be a little closer to home than you like. The Zynga Zynga dilemma, best known for Facebook games like Farmville, is in serious financial difficulties. This week's news suggests that the society already in difficulty has lost another 12% in value, going down to \$3.25/share from February 14th. This is a clear difference compared to last year's March, when the studio exchanged a maximum of \$14.69/share. The question we ask now is what happened, and how did it fall so fast. Zynga has had a relationship with Facebook from the outset, since its games were an important part of what Facebook users kept on the site. The collaboration, in which Zynga would publish the games on Facebook, was a gift and a curse. Perhaps it was the right move to do at that time, but with the hindsight it was a mistake. Facebook does not allow monetization in the traditional sense of pay-per-play. Instead, Zynga was essentially forced to adopt the "freemium" model where users have the possibility to buy points, tokens or similar within the game. While Facebook did not dictate this, in itself, its user base was not receptive to paid games once the freemium model had been introduced. This led Zynga to make money by volume rather than ask people directly to pay for the game. If 200,000 people are playing your game, and even 10% make an in-app purchase, you're doing well. Although profitable at the time, he may have written disaster along the way. The Facebook effect The truth is that Facebook has more people using this platform, and this means that more people occupy their time playing games. Once the deal between Facebook and Zynga changed, they would both explore other options. Facebook is a colossus and is waterproof to a small countertempo. Without an exclusive deal with Facebook, Zynga remained without a reliable income or an audience. Facebook had long argued that it hit a plateau with the games and users were growing disinterested in the online game. Many have seen it as a smart move to point their finger at Facebook, as Zynga has provided many games and was the only partner in the game arena. Maybe Zynga just... alone... provide sufficient original content, or Facebook just grown tired of the partnership. In any case, Zynga was left to himself after investing a lot of time and effort in the game on Facebook. The move to mobile devices as a go-to platform was the only real option for Zynga, although it wouldn't work as well. The users were mostly disinterested in what Zynga was offering, and maybe the games don't translate well on the smaller screens. As with Facebook, Android users resist paying for apps and even worse resist freemium purchases, which means that Zynga should continue to offer its games for free and supported by ads. Developers create apps and games, so it's really up to them that we can bet for flaws. After all, they devote their days to coding and testing apps, right? It's their job! They sit in front of the PC, slowly becoming one with a computer. They answer binary questions, see things in code lines. Not exactly. To be honest, many developers are independent of any studio, and they have other jobs that work to support themselves. Yeah, normal work! They make apps and games for fun, and give them away as a means to give back. Some shed a lot of time in an app and support it vigorously. Others simply realize "redirect" applications that take very little time and rarely support them. An app is a reflection of the developer, and a responsible developer will support its game or app. So, before making the smarter in the comments of the Play Store, giving a star to an app or a game because it will not work on your phone, think about who you are condemning. It's likely that the boy or girl who made the game is beating between the local Applebees server shifts, so relax. If you don't like the product, take something else. They did you a service by giving you a free application, or at worst one at low cost. Be constructive about your criticism. Is Android a problem? Android provides a platform and a vast user base, so it's hard to say that Android itself is the problem with games. With such a huge market share, developers are crazy to ignore it. On the other hand, as users, we are not helping. We want free apps that drive us crazy and don't have advertisements or in-app purchases. We want the moon and we are shocked when we have to navigate through the craters. New boys on the block When you consider development, Android is a platform, not a device. Our interaction as Android users is with our phones or tablets, but it goes much deeper. Android is available on anything now, from TV to phones, is becoming a real cross-platform monster. We are all anticipating it, and we expect greatOuya promises to bring back the console kid, and at a really affordable price. For \$100, you get everything you need to start playing on the big screen. The best part? It's Android! We'll have our favorite games, and new ones every day. Ouya is meant to be hacked and used as a development tool, so the next big thing in the game might just come between these moves from Applebee Applebee Everything. GameStick is very similar to Ouya, only much more portable. Rather than the set-top box, we are left with a controller and an HDMI dongle that connects to the back of our TV. No cables, or power cables. . Just connect and play. Take her anywhere at any time. It is large screen beatitude game in the smaller package around. NVIDIA shocked the world when they announced the SHIELD project at CES this year. A portable gaming console that promises Android and Steam support, Project SHIELD is going after a malicious and long segment: the portable gaming unit, palmar, all-in-one. With so much packed in the small powerhouse, we look for Project SHIELD to make an impact on the Android game in 2013. Time is on our side, like most things, time will heal these wounds. While we complain about closing or fighting studies, it can be indicative of a bigger problem. Perhaps these studies have never been solvents, or at least built to be long-term. We should also consider whether a closing firm really means something in the great scheme of things. Good games come from good developers who love what they do. If those developers really enjoy making great games, they will continue to do it. Whether it's a solo project, starting your own study, or working with an existing tribe of developers, talent will find a way to show up. We are also honest that we do not get a game, paid or otherwise, because of the study that develops it. We do not subscribe to the next big game Rovio, we do not see the time of Angry Birds. We like good things, not the name behind. Of course, some developers or studios have the touch that people enjoy, but it is the game that we look forward to. Android works The great thing about Android, in terms of game, is that it is convenient. Devices are cheap and development for it is free. We are bombarded with new devices and games every day, so there has to be some confidence to it. Android is quite new and Android game is just rounding in shape. The developers would be wise to look at the current landscape and study why others failed. Console gaming is starting to kick off mobile, and Web App games have seen their day coming and going. Android is really the new frontier, and as most roads not yet traveled, it is going to be upset until we all understand it. At the beginning of this article, I said that the problem can be a little closer to home than you would be comfortable with. As it turns out, we're part of the problem. As much as we hate to admit, we are pretty hard for developers. Sure, we all want a great product, but we're not afraid to spend a dollar or two to support it. So often, we ignore good paid games in favor of a free lower we want the Android game to flourish, we need to change our mindset about paid games, and developers support it as much as we want them to support us. We have to trust developers to charge us only for great games and not be afraid to ask for a refund if it is not what we think it should be. If you want games, you will have to give developers a reason to leave Applebees and focus on full-time game development. Otherwise, we're doomed to live in a \$0.99 Disney gaming hell. Android gaming has been steadily improving. Before, we had simple puzzle games and we could invite our Facebook contacts to be our friends in the games. Multiplayer games used to mean rankings only. Now there are a ton of games that support the real multiplayer game, including real time co-op or PvP. In fact, most of these times games have some sort of multiplayer element in it. If you are looking for something to play with your friends, here are the best Android multiplayer games! We'd also like to give an honorable mention to Dead by Daylight, a one-on-four online multiplayer game with some unique gameplay mechanics. AdventureQuest 3D is one of the newest multiplayer games for mobile devices. It's an MMORPG. It contains most of the things you would expect. There are tons of quests to do, various classes, boss raids, secret, and there is also a bit of crafting. What makes this stand out is that it has full cross-platform support. You can play it on mobile phone or PC, if you prefer. There are chats, raids and even PvP that you can play with other people. There's been some hiccups since her release. Overall, however, this is a sound option. Among Us was one of the most popular mobile multiplayer games in 2020 and people still play a little bit atoday. The game has a group of players who move around a ship to complete various tasks. Meanwhile, one or two of the players act as impostors and slowly try to kill the entire crew. You can customize the game in a variety of ways and customize your character with a number of add-ons. You can purchase additional add-ons through in-app purchases and here's how the game generates revenue. It's not exactly child-friendly, but it's a pretty fun game, especially if you know everyone in the group. Asphalt 9: Legends is the latest game in Gameloft's famous arcade racing series. It sounds a lot like the old iterations. You can unlock various cars, compete against AI or human players, and compete in various types of events. The online multiplayer is above average. Matches are generally fast and you can race with any of your vehicles. Non-PvP content is vast. You can spend a lot of time playing this game before reaching the end. Also, the graphics are actually quite good and the mechanics are simple. Some complain that the mechanics are a bit too simple, but this is an arcade game. Asphalt 8: Airborne and Asphalt Xtreme are also great arcade racing choices from Gameloft. Call of Duty: Mobile is one of the newest multiplayer games list. It's also surprisingly good. This is an online FPS game with a variety of multiplayer modes. This includes the classic death match of Call of Duty and a 100-person battle royale mode similar to PUBG and Fortnite. The game also features some light gacha elements as famous collects from the series of games and customize them with various weapon skins and gear. There are some bugs here and there, but they should be removed over time. Crossy Road is an arcade platformer. Your objective is to cross various roads and streams without dying. Your goal is to make it as long as possible. It features a variety of playable characters and a local multiplayer mode. You and your friends can connect to a Wi-Fi network and then play together in a created game. Supports two to four players. It's not the toughest multiplayer ever. However, it is suitable for families and a fun way to kill some time. It is definitely one of the best local multiplayer games. Legends of Runeterra is one of the newest multiplayer Android games. It is a PvP style game with elements of dueling, collecting cards and auto combat. Players unlock cards, build decks, assign champions, and duke out each other. There are 24 samples and a deck of cards. In addition, the challenging but fun game gives you ample opportunities to cleverly beat your opponents. It's F2P friendly, so you don't have to spend money to have fun. This game has replaced Hearthstone in this list, but Hearthstone is still an excellent choice in this genre as well. Price: \$6.99 with in-app purchasesMinecraft is one of the most popular multiplayer games of all time on any platform. You fell into a randomly generated world and then you can do pretty much whatever you want. The game includes cross-play with Xbox One and PC. This means you can play with your friends almost anywhere. The game includes three modes: Survival, Realms and Creative. The creative mode doesn't let you die for any reason. The Survival mode generates bad guys, a food system, and you can die. Those looking for console quality in a mobile game can't do better. It is actually a game for PC and consoles. The game costs \$6.99 up front. In-app purchases are for character skins. Price: Free / \$10.99 per month / \$99.99 per yearOld School RuneScape is, of course, one of the oldest multiplayer games on the list. This is an MMORPG and a rarity in the Android space. It uses a subscription service rather than freemium items to generate revenue and this is not something you see every day. The game itself is pretty good. You cross a huge world, execute many missions, find loot, trade with other players, and face tons of villains. It has a large community and surprisingly responsive developers. There is a free version of the game that is a bit scaled down from its premium version. But you can't go wrong either way. The game is huge. Pokemon Go is one of the most popular multiplayer mobile games. Players roam the real world looking for Pokemon, battles gym, and Poke Stops to reload items. The game is technically single player. However, gym battles, trainer battles, and just playing them is completely feasible with groups of people. In fact, many people who the game only do it for the social elements. The player base is not as big as it used to be, but many places have official groups on Facebook for the players they find. PUBG Mobile didn't take long to climb the rankings of multiplayer games on mobile devices. It's popular, fun, and works pretty well on most modern devices. You find yourself on an island with 99 other players. The last person standing wins. All kinds of weapons and equipment can be found on the island. Boundaries also slowly limit the size of the playable area. So, if you end up out in the boonies, the game itself will eventually kill you. Fortnite is not available on the Google Play Store, but you can install it with this guide. Both games are pretty fun and include a lot of people. Riptide GP: Renegade is probably the best racing game available. The campaign mode is fun and has a lot of events. There's also a story, more riders to buy and upgrade, and more. The online multiplayer option is above average. Up to eight players in total can compete in a head-to-head match-up. It also supports split-screen multiplayer mode, hardware controllers and more. There is also a challenge mode where you can compete against the best times of your friends. It didn't make in-app purchases to get in the way and we loved it very much. Supercell has developed some of the most popular multiplayer games in recent memory. Their biggest hits include Clash Royale, Clash of Clans, and Boom Beach. Clash of Clans and Boom Beach are strategy games. Players build bases and armies and fight each other for resources. Clash Royale is a card game similar to Hearthstone. Each game has tons of active players. It means it's not hard to find people to play with. Their latest game is Brawl Stars, a mix between a MOBA and a battle royale game. They are not perfect, however, and change the game balance quite frequently. As long as you don't mind, these games offer decent experiences. Teamfight Tactics is an online PvP car battle game. The game is quite simple to play. You assemble a group of champions and place them on the battlefield as strategically as possible to outsmart your opponents. The game features a group of champions, League of Legends and multiplatform links. The game has a bit of a steep early learning curve and the shifting goal frustrates some of the more experienced players. However, it's a fun little automatic combat game and it's a fast-paced game for those who want to play against other people, but not for hours at a time. Unkilled is a first person shooter where you hunt down zombies. It is a mission-based game with over 150 missions currently available (and growing). You'll also have weapons to collect and upgrade. The online multiplayer mode is a new addition, but still pretty good. You can fight people in traditional PvP matchmaking. Also, you can build an army of zombies and and the basics of other players. It's like Kill Shot Virus and Clash of Clans mixed together. The mechanics and graphics are also well above average. Zynga has developed several really good multiplayer games. They include words with friends, draw something, chess with friends, gems with friends, crosswords with friends, and their latest game, words with friends 2. Each game allows you to match with a friend or stranger online in competitive game. These are not very complex games. However, they are familiar, easy to enter, and simple to play. All games allow you to access Facebook to find friends more easily. They are not perfect, but they are friendly, easy and fun kids to play with friends or relatives.

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