

Multiplayer Mobile Games Protocols

In multiplayer mobile games, the choice of protocol depends on the specific requirements of the game. For fast-paced games like first-person shooters or arena games, UDP is commonly used to sync player movement and update game state due to its speed, even though it does not guarantee message delivery. TCP, on the other hand, is more suitable for less intense multiplayer games where every move matters, such as turn-based games, because it guarantees message delivery. WebSocket, an application-level protocol based on TCP, is also used for real-time multiplayer games to enable persistent bidirectional communication.

For casual multiplayer mobile games, **TCP is often a suitable choice**, as it does not require the speed of UDP and provides reliable message delivery.