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(TW)(51) **Int. Cl.**
A63F 9/24 (2006.01)(52) **U.S. Cl.** **463/1**(57) **ABSTRACT**

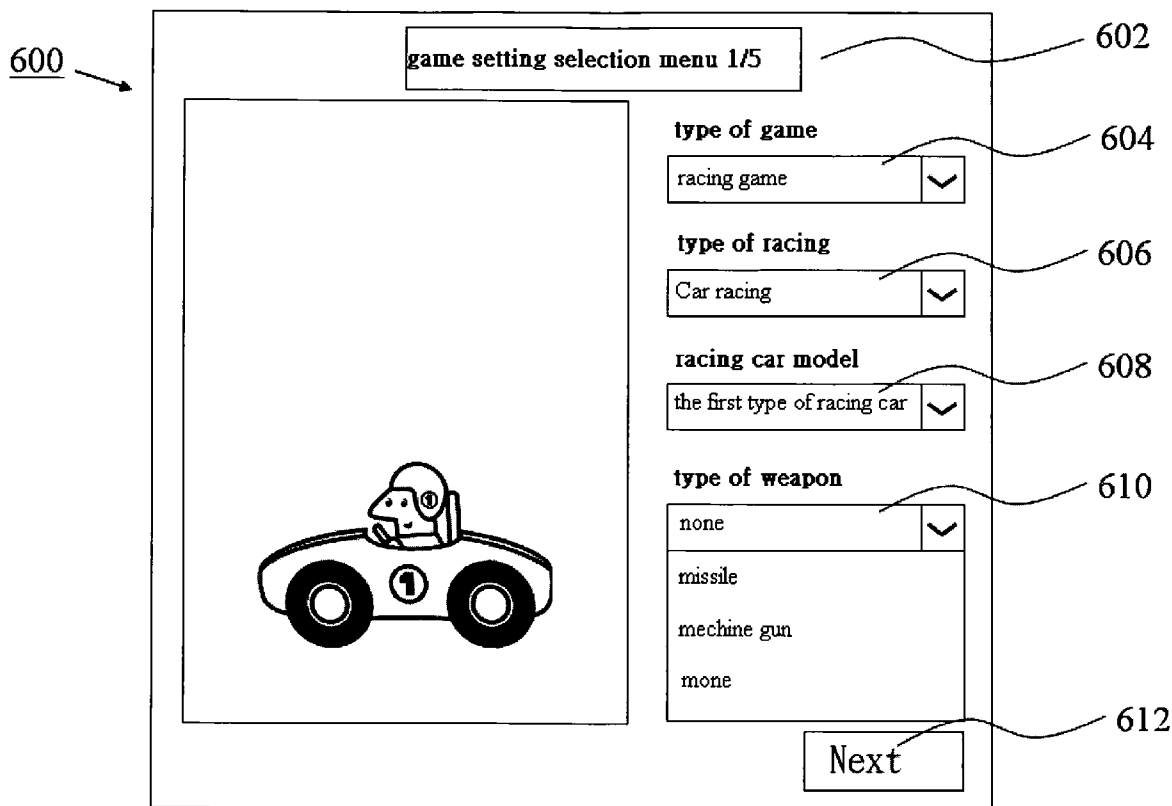
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The present invention discloses a game blog platform (GBP) system, including a processing unit, to control and manage the system; a platform generating module, to generate a platform for a plurality of users; an education and training module, to provide the function of education and training for the plurality of users; a planning module, to provide function of planning for the plurality of users; a matching module, to provide function of matching for the plurality of users; a game generating module, to provide the function of game generating for the plurality of users; an trading module, to provide the function of trading for the plurality of users; and a database/storage module, to provide the function of database and storage.

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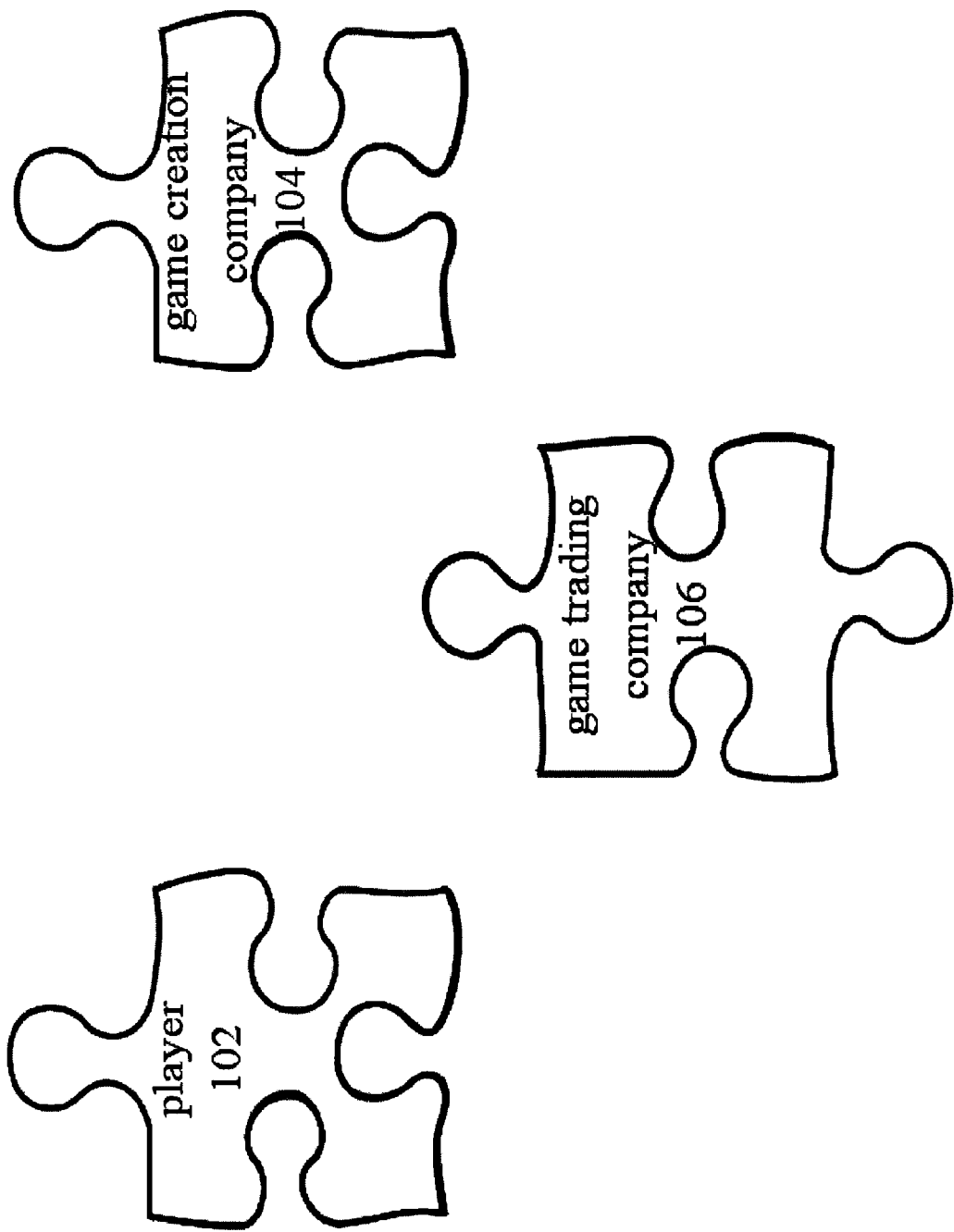


Fig 1

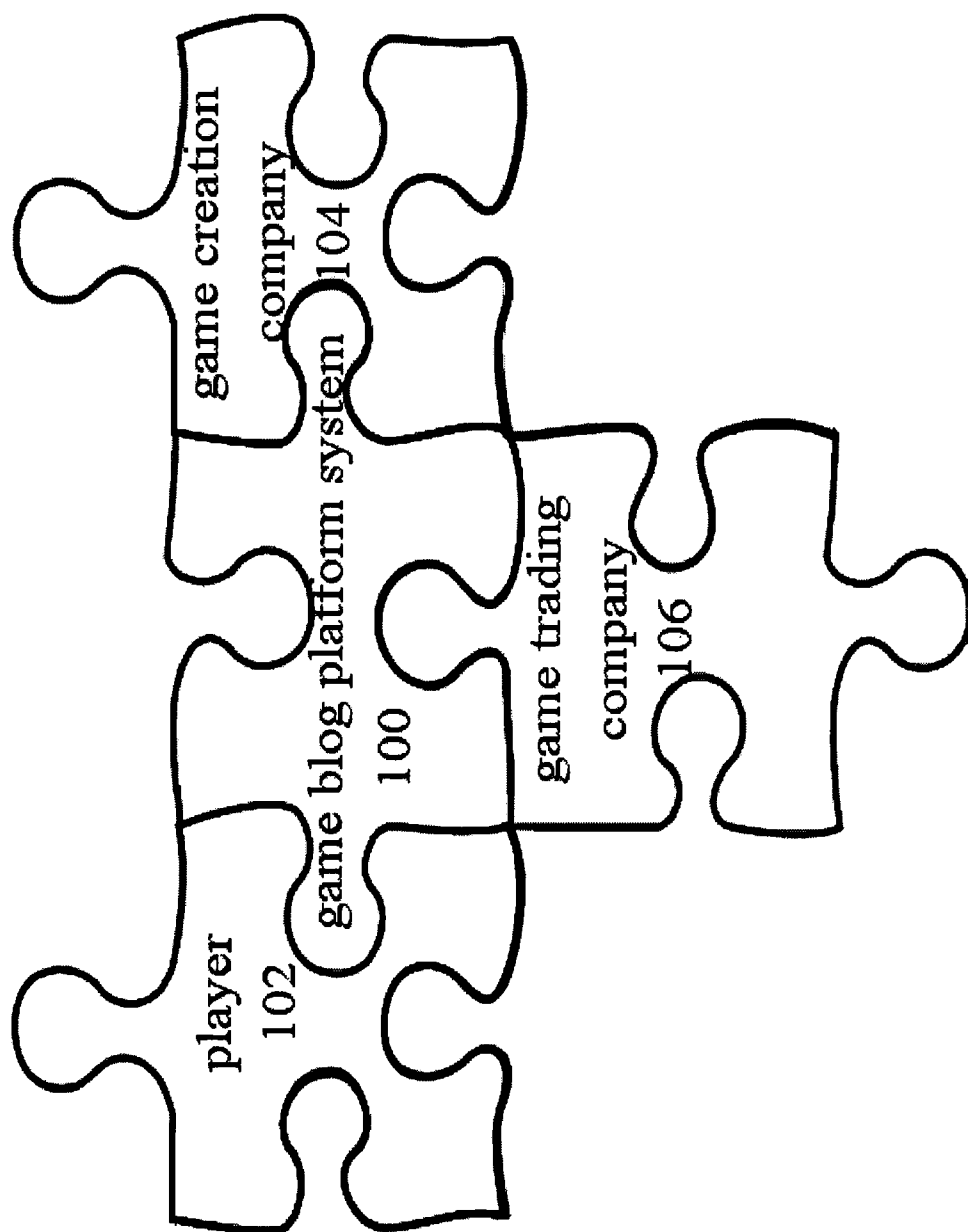


Fig 2

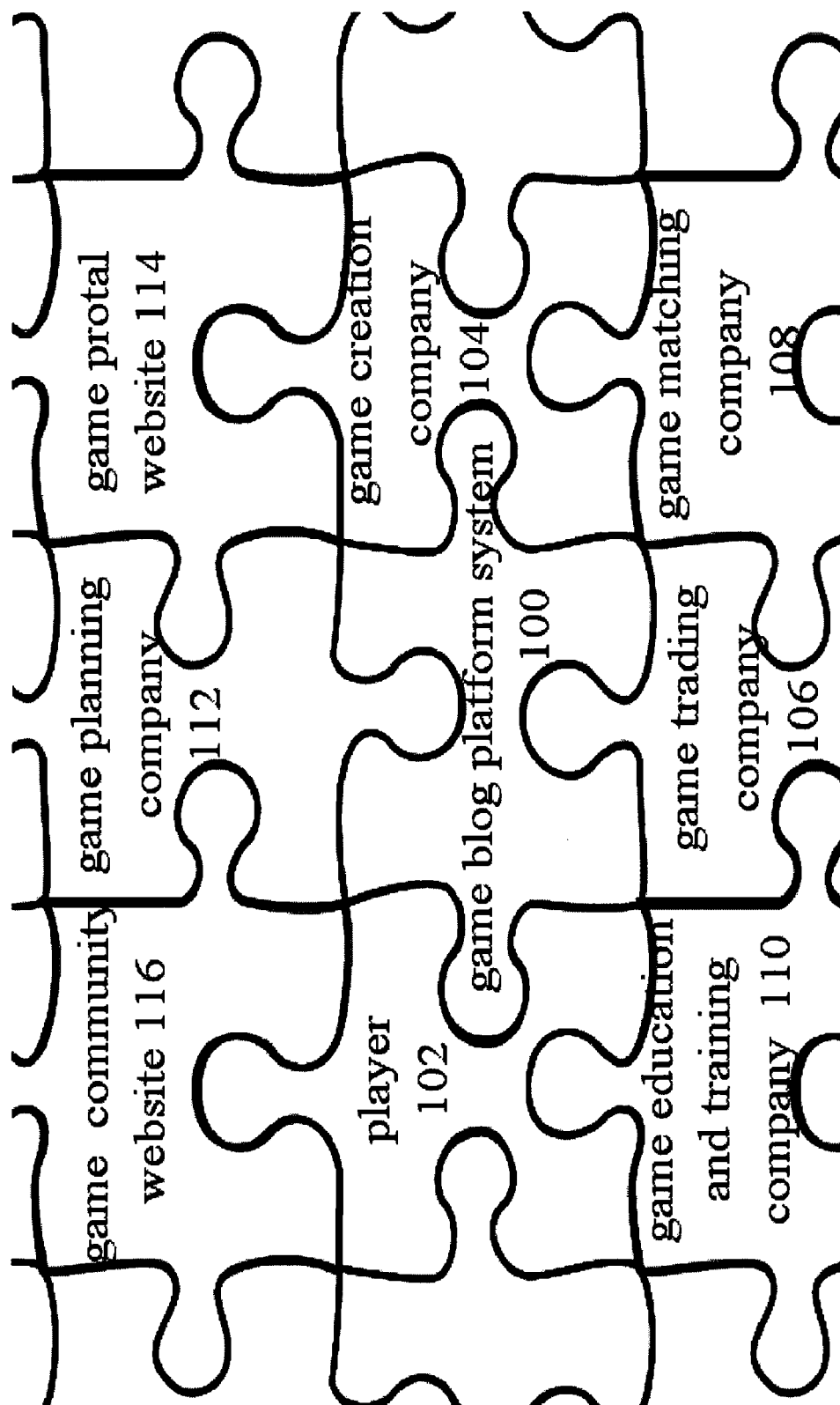


Fig 3

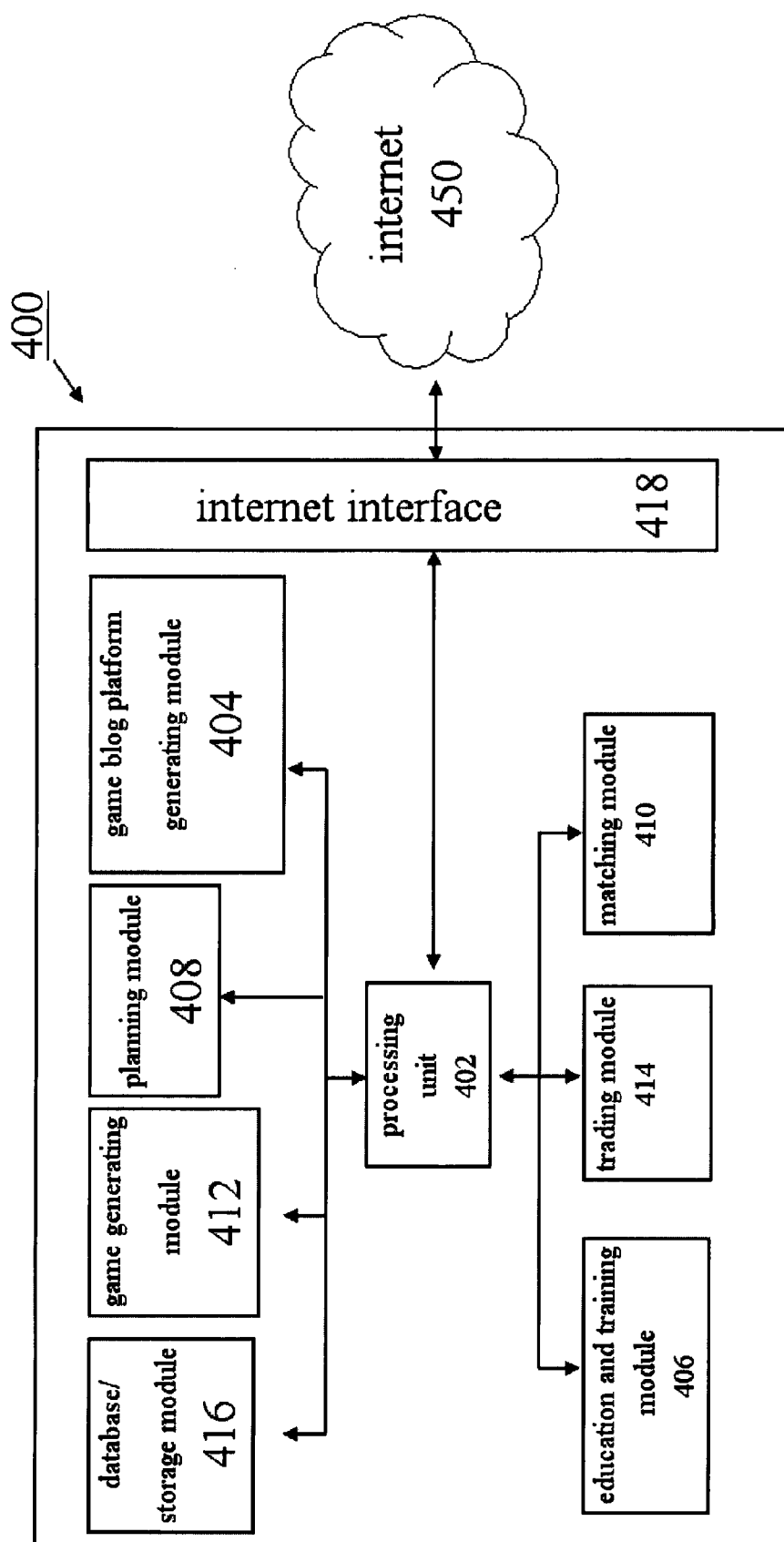


Fig 4

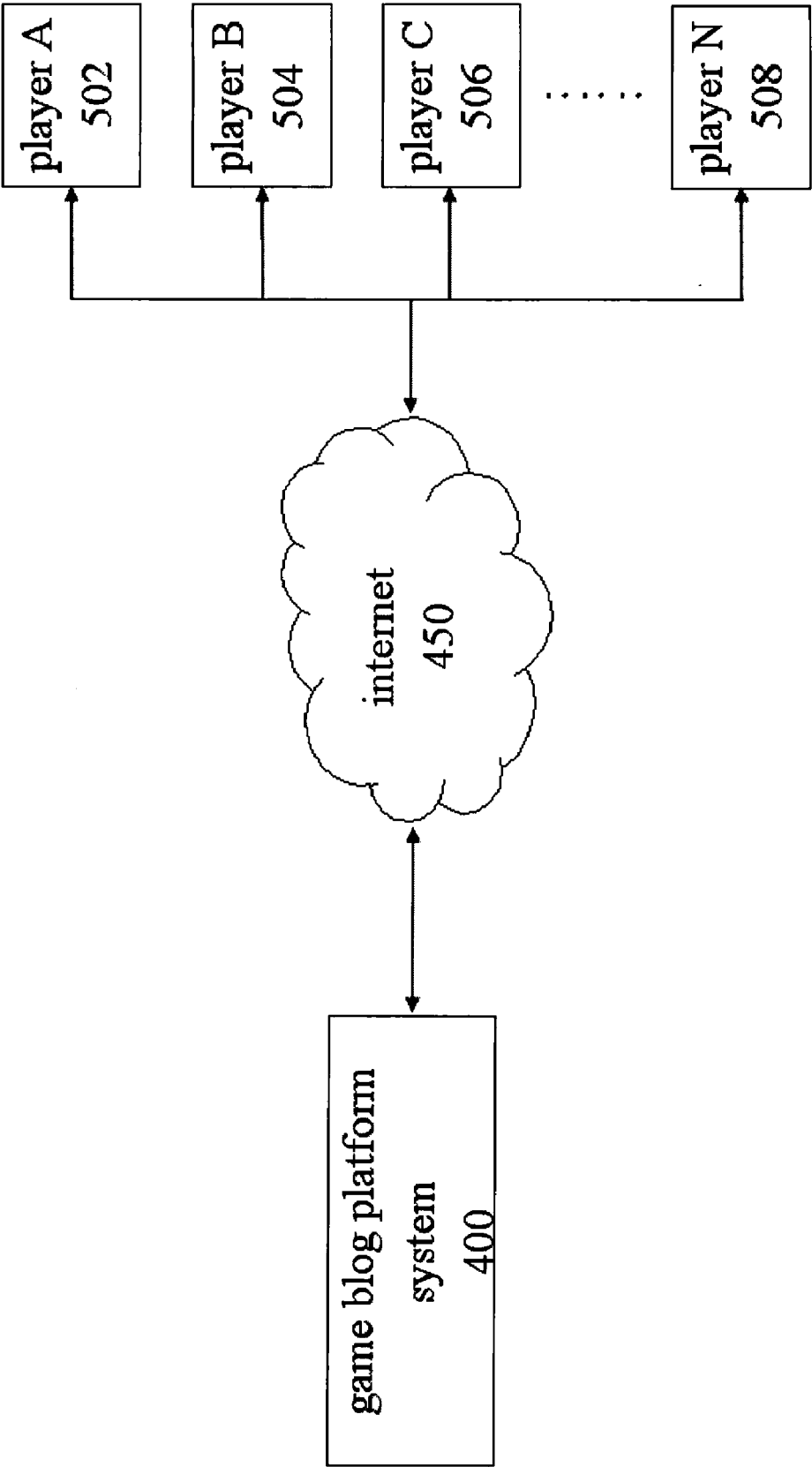


Fig 5

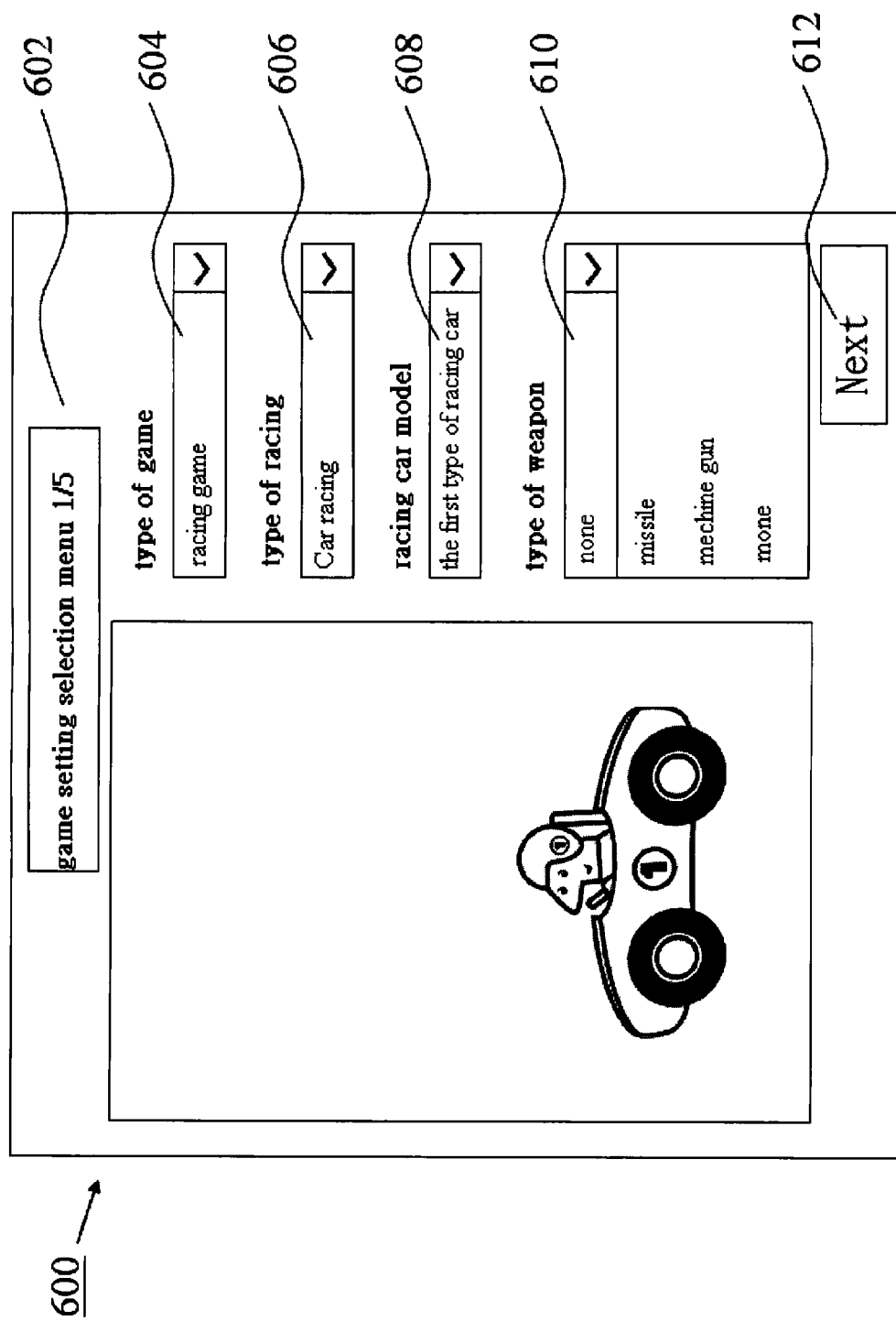


Fig 6

Game Blog Platfor system integrated information bulletin board						
number	player	Type of game	Current status	Open status	detail	
★ 1	Jason (personal)	Role-playing	Not completed, look for art design partner	open	query	
2	Ahua (personal)	Not open	Not completed	personal	query	
3	Wheiger (personal)	racing	Completed, free test play	open	query	
4	Wangr (personal)	Sports (baseball)	Not completed, look for programmer	open	query	
5	Winner (personal)	Shooting	Not open	personal	query	
★ 6	Judy and Cindy (collective)	puzzle	Completed, not open for test play, look for trading partner	personal	query	
7	Not open	fighting	Completed, fees for play (NT\$ 50.00 or virtual currency \$5000.00	personal	query	

Fig 7

GAME BLOG PLATFORM SYSTEM

FIELD OF THE INVENTION

[0001] The present invention relates generally to a digital game, more particularly, to a game platform system.

BACKGROUND OF THE INVENTION

[0002] There are existed a variety of digital games, in general they can be classified into PC game and TV game. For PC games, due to the development of internet, the PC game has been advanced from single PC game to online game. This advance allows player playing game with other players through internet. Nowadays the so called “new generation” TV games also provide the player with the function for playing the TV games with other players through the internet. In general, the word “online game” can be called for any game that being playing through the internet, therefore the PC game and TV game belong to this category.

[0003] There are many different kinds of games, for example, action game, fighting game, adventure game, action adventure game, role-playing game, simulation game, shooting game, racing game, sport game, rhythm game, and puzzle game, etc. The role-playing game, for instance, depending on the ways of playing, they can be classified as turn-based, real time, action, strategy, and massively multiplayer online role-playing game. In addition, the shooting games, for example, they can also be classified as aircraft, light-gun, first-person, and third-person shooting game etc.

[0004] In addition to the above mentioned classification of games, other types of games can also be included and acted as different game elements. Although those game elements can exist in the game individually, they are usually combined with other types of game element and form a diversified game contents. Due to the rapid development of online game, various types of games that mentioned above can be advanced to online game.

[0005] Although there are diversified elements of game, “players” still don’t feel totally satisfaction while playing those games. Here list some possible reasons that might cause the un-satisfactions from the players:

[0006] 1. Types and directions of the products from the game creation companies actually depend on their products can make money or not. It’s totally business oriented, therefore games that created from these companies may not totally satisfy the need for the players.

[0007] 2. Since the game creation companies are business oriented, their products are created or designed based on recent hot and popular topics. Therefore, the created games may not possible cover all the topics that players like to play.

[0008] 3. Complains or opinions from the players are crucial for the game creation companies, because these information are important for realizing player’s need. However, there is no way of direct communication existed between the game creation company and the players. Some expert players may post their opinions on the online discussion forum and that’s it. So it’s rarely any opinion has been considered by the game creation company.

[0009] 4. In the game industry, upstream and downstream manufactures are sharply divided parts. As illustrated in FIG. 1, it can be divided by the upstream game creation company 104 and downstream game trading company 106. The products that invented by the game creation company

will trade by the game trading company 106 to the player’s. There is no integration in business philosophy, operating cost, and game trend between the upstream game creation and downstream game trading companies. If we take the players into consideration, there existed barriers between the player, upstream game creation and downstream game trading companies. As seen in FIG. 1, they are like three puzzles and no connections exist between them.

[0010] 5. There are also no proper agencies for recruiting, training, and matching game creation specialists. Therefore many professional game developers can’t contribute their skill to the right place. Further, some amateur game designers who are interested in game design or development can’t have brainstorming with other professional game designers or specialists in different fields of game development due to the lack of matching conduit.

[0011] According to above reasons, there are many types of game elements and subjects, however, the integrations between player, upstream game creation and downstream game trading companies are poor. In the present invention, we disclose a game blog platform system applied in the game industry to provide a solution for the mentioned drawbacks in game development.

SUMMARY OF THE INVENTION

[0012] In accordance with a preferred embodiment of the present invention, there is provided a game blog platform system.

[0013] Exemplary embodiments of the present invention disclose a game blog platform system comprises a processing unit to control and manage the system; a platform generating module coupled to the processing unit for generating a platform for a plurality of users; an educating and training module coupled to the processing unit for providing the function of education and training for the plurality of users; a planning module coupled to the processing unit for providing the function of planning for the plurality of users; a matching module coupled to the processing unit for providing function of matching for the plurality of users; a game generating module coupled to the processing unit for providing the function of game generating for the plurality of users; an trading module coupled to the processing unit for providing the function of trading for the plurality of users.

[0014] Other embodiment of the present invention also discloses a database/storage module coupled to the processing unit for providing the function of database and storage to a plurality of users; an internet interface coupled to the processing unit for providing the game blog platform system the function of communication to a plurality of users, where the internet interface can be a regular internet interface or a wireless internet interface.

[0015] The other embodiment of the present invention discloses a game blog platform system comprises a search engine for providing the information searching function for a plurality of users; a community website for providing the function of community for a plurality of users; a portal website for providing the function of website entrance to a plurality of users.

[0016] The other embodiment of the present invention discloses a game blog platform system interface, which is belonged to a computer readable media, includes player’s information showing in the game blog platform system interface for demonstrating the information of a plurality of users; at least one game information showing in the game blog

platform system for demonstrating created games by a plurality of users in the game blog platform system. The player's information includes their account, photograph, nickname, name, height, weight, blood type, interest, telephone number, address, or their combinations; the game information includes types of game, completeness, open state, ways of trading, recruitment, or their combinations; the ways of game trading includes e-commerce, custom service, membership, account, virtual currency mechanism, or their combinations; the types of game include action game, fighting game, adventure game, action adventure game, role-playing game, simulation game, shooting game, racing game, sport game, rhythm game, puzzle game, strategy game, survival game, develop game, gambling, or their combinations. In addition, it also includes the updated information showing in the game blog platform system interface for demonstrating system's featured and recommended information.

[0017] One feature of the present invention is to offer a game blog platform system to provide a platform for game planning, creation, and trading for a plurality of users. It could include an education and training function for providing the game blog platform system the function of game information introduction, navigation, and explanation for a plurality of users. This could further include providing the procedure of game planning, creation, and trading. The above function can be offered by the education classes.

[0018] Other feature of the present invention is to provide the game blog platform system a matching function which has the matching function for collective creation and trading between a plurality of users and game companies.

[0019] The other feature of the present invention is to provide the game blog platform system a game generating function module containing a plurality of selection menu interfaces for offering users different selections of game type.

[0020] Another feature of the present invention is to provide the game blog platform system a function of trading such as e-commerce, customer service, membership, account, virtual currency mechanism, and their combinations.

BRIEF DESCRIPTION OF THE DRAWINGS

[0021] FIG. 1 is schematic illustration of game industry in the prior art;

[0022] FIG. 2 is the schematic illustration of the game blog platform system;

[0023] FIG. 3 is the schematic illustration of the extended game blog platform system;

[0024] FIG. 4 is the block diagram of the game blog platform system;

[0025] FIG. 5 is the schematic illustration of the game blog platform system communicating with players through internet;

[0026] FIG. 6 is the schematic illustration of the game setting menu; and

[0027] FIG. 7 is the schematic illustration of the integrated information bulletin board.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

[0028] Reference will now be made in detail to embodiments of the present invention, examples of which are illustrated in the accompanying drawings.

[0029] FIG. 1 illustrated that in the prior art the players 102, game creation company 104, and game trading company 106

were acted like individual puzzle and can't be integrated. As shown in FIG. 2, in the present invention, a game blog platform system 100 plays a essential role of the game industry which integrate the player 102, game creation company 104, and game trading company 106. The player 102 can be the roles of game creation company 104 and game trading company 106 in developing productions with personal creativity and characterization as well as planning their product's trading.

[0030] FIG. 2 only shows the schematic illustration of the basic concepts of the game blog platform system in the present invention. In reality, the development of game products is included not only the player 102, game creation company 104, and game trading company 106. As shown in FIG. 3, it demonstrates the schematic illustration of extended concept of the game blog platform system. This extended concept extends the mentioned three compartments (players, game creation company, game trading company) and further comprises a game matching company 108, a game education and training company 110, a game planning company 112, game portal site 114, and a game community website 116 etc. One feature of the present invention is utilizing a game blog website 100 to connect all other parts of the game industry and become a unity. Just like the puzzles in the figure which are connect by the central part 100 and put them together one by one. Another feature of the present invention is to integrate different parts (roles) of the game industry through the game blog website, the detail procedures of game planning, development, and trading platform can be totally controlled by the player.

[0031] FIG. 4 shows the block diagram of the game blog platform system. The blog platform system 400 includes a processing unit 402 for controlling and managing system's operation, a game blog platform generating module 404 coupled to the processing unit 402 for generating a game blog platform in website to provide the excess of login for players, an education and training module 406 coupled to the processing unit 402 for providing the function of education and training to users and also for demonstration of products, for example demonstrating new products or new game engine to academic, a planning module 408 coupled to processing unit 402 for game planning, a matching module 410 coupled to processing unit 402 for providing the matching between the products and the game specialist, a game generating module 412, which may include all sorts of game compiling interfaces and tools, coupled to the processing unit 402 for generating games for users, a trading module 414 coupled to the processing unit 402 for providing trading function to users, a database storage module 416 coupled to processing unit 402 for data storage and act as a database, an internet interface 418, which contains regular or wireless internet interface, coupled to processing unit 402 and internet 450 for transmitting/receiving services from the game blog platform system 400 to internet 450 and providing them to players. FIG. 5 shows the schematic illustration of the game blog platform system communicating with players through internet. The game blog platform system 400 connects to a plurality of players, A 502, B 504, C 506, . . . , N 508 etc, where N can be any integer that greater than one.

[0032] In the preferred embodiment of the present invention, a game blog platform module 400 can be established by the game companies that provides this kind of service. The game blog platform system 400 can be set up in electronic devices which have computation processing capability such

as personal computer, laptop, server, and workstation etc. All the units, modules, and interfaces are not limited in certain type of soft/hard ware, generally, those should be their combinations. For example, the processing unit **402** could be a processor, a microprocessor, a chip, or other hardware with computation processing capability. It's usually combined with operation system software and memory device that equips corresponding driver.

[0033] In the preferred embodiment of the present invention, the game blog platform generating module **404** includes a personal website unit to generate personal blog. This personal blog can show personal information and game information, also can provide options for individual player such as game trading customer service and self-created game service. The player's input information will transmit/receive by the corresponding module that has this function.

[0034] In the preferred embodiment of the present invention, the education and training module **406** includes various courses that relates to different types of games also provides demonstration of new game products or new game engine as well. For example, the education and training module **406** providing navigation of the website and teaching players how to use various type of tools and functions while players login in the system first time. Once players familiar with the system's operation, the education and training module **406** can further provide users how to design or create game, such as developing program, art design, and planning procedures. After users finish the preliminary design of the game, the education and training module **406** can provide suggestions from various test and assessment results for further improvement. When players finished their game products, the education and training module **406** can also provide suggestions in game trading such as charge fee and authorization. The education and training module **406** can also cooperate with schools or education centers and authorize those organizations to add new contents in the education and training module **406**, which can be obtained by adding a new interface and provide at least one organization to proceed the extended function, the organization can be academic or non-academic organization. In addition, the education and training module **406** can also release the display production platform to provide more conduits for demonstrating game production of standard. Therefore, players interested in game creation can make their own game by the guidance of the education and training module **406**. Actually, the education and training module can offer a function like game development education center.

[0035] In the preferred embodiment of the present invention, the planning module **408** can provide the player a planning function including idea construction, analysis, and game content choosing, these will help the beginner how to design a game with a complete picture.

[0036] In the preferred embodiment of the present invention, the game matching module **410** can offer game matching function which can also be called "game agent module" or "pairing module". For example, player A **502** might want to create a game with three kingdoms period plot and utilize the planning module **408** to plan the game's structure, however, the player may not familiar with art design and drawing as well as the details of the stories, such as character's name and geographical name, in the three kingdoms period. For common sense player A **502** is very difficult to continue creating game, because player A **502** has lacked the relative skills for developing game, unless the player A **502** owns a lot of asset

to establishing a game company and hires employee, such as player B **504** and C **506** who are good at art design and familiar with the stories of three kingdom period, to develop the game for him. One of the features of the present invention is to utilize the game matching module **410** to do the recruitment/jobs in the system, therefore, through the selection and matching of the system, player A **502**, player B **504**, and player C **506** will know each other's need and can do the collective creation together. After matching the players, problems could be encountered between them, such as the argument or disagreement in the allocation of profit, this can be solved in combining with the trading module **414** to make an agreement in advance. The matching module **410** can be useful for looking the proper game company on game marketing and sale.

[0037] In the preferred embodiment of the present invention, the game generating module **412** is a quite important and can help players generating their self-creative game. The game generating module **412** can offer different interfaces for players at different levels, for example basic and advanced level interfaces. For the basic interface, players can modify the game's setting, for example, the interface can provide a game selection menu as shown in FIG. 6, in a nearly completed game. A game setting menu **600** includes a title and tips page **602**, in the figure it shows "game setting menu 1/5" where "1/5" represents total five pages in this menu and current in the first page. A selection menu "type of game" **604** is for choosing the type of games, for example, action game, fighting game, adventure game, action adventure game, role-playing game, simulation game, shooting game, racing game, sport game, rhythm game, puzzle game, strategy game, survival-honor game, develop game and gambling game etc, in FIG. 6 the player's choice is a racing game. In selection menu "type of racing" **606** is a menu for choosing a certain type of action after selecting a type of game. In this case after choosing the "racing game", the player selects car racing under the menu "type of racing" **606**, it also can be chosen as jockey, yachts, or dog racing. If the player chooses car racing, the selection menu "racing car model" is the car model for player to choose, in FIG. 6 the player chooses a first racing car model, this selection menu can be changed for different situation, such as color of the car, horse power, model, etc. The selection menu "types of weapon" **610** in FIG. 6 can be selected the type of weapon in the list of missile, machine gun, etc. It can be assigned as types of weapon for player to attack each other and can increase more fun in the game. Bottom "Next" **612** is used for players to go to next page after making all the settings in the current page. The example showed in FIG. 6 is to explain the concept of game setting menu clearly, the menu page is simplified, based on the concept described above other game contents can be made and should not be limited to the above example only.

[0038] The basic interface mentioned above, mostly ways of game designation are used as various selection menu and can offered to players who have only basic skills. Because the game blog platform system provides a versatile ways for selection, therefore different players can make different types of games. Players can utilize the peripheral multimedia equipments such as camera or microphone to capture the images or record audio for replacing the original pictures or audio by themselves and making more fun in the games.

[0039] One feature of the present invention, except the above basic interface, is to provide an advanced interface for the players. If players have the programming ability, the game

generating module can offer shared source or open source software for them to create games. The advantage for offering the shared or open source software is that players can programming their own game structure or even create more software modules for other users, eventually increasing the flexibility and diversity of the game. Another feature of the present invention is the collective creation by combining the above matching module 410 and other players to create games. Player can observe each player's name, types of the created game, the current status of created game, open state of the game company, and other detail information, as shown in FIG. 7.

[0040] FIG. 7 illustrates schematic view of the integrated information bulletin of the game blog platform system. The first row is the title of each column including numbering, player's name, type of game, current status, and open state etc. For example, the "number 1" row shows that player's name is "Jason" and is also a single player, i.e., doesn't cooperate with others, the type of game he created is a role-playing game, not completed, looking for an art design partner, and the open state is "open", which means any player can go inside for test play or giving suggestions. More detailed information about player "Jason" can be obtained by pushing the "Query" bottom in the "number 1" row. In FIG. 7, different row has different situation, for example, player's column may show single, collective, or not open; column for type of game can be any type of games mentioned before, such as action game, fighting game, adventure game, action adventure game, role-playing game, simulation game, shooting game, racing game, sport game, rhythm game, puzzle game, strategy game, develop, and gambling game etc, player can also choose not to show what type of game; current status row can show any information that relates to this game, for example, game is complete or not, want it open or not, if need partners, if offer for test play, and if need fee etc; open state row shows that game's state is open or not; detail row shows further information for other players by pushing the "query" bottom. There is a star symbol in front of row "number 1" and "number 6" for remaindering players that information in those two row has been updated. If in the current status row shows that player needs to pay for playing game, the currency could be chosen from a real currency (NT dollars) or virtual currency and this part will be combined with the trading module 414. For the people who has common sense will easy understand that the information demonstrated in FIG. 7 is only an example for showing the basic concept of the present invention. For this purpose, there are some details could be omitted, however, in reality modifications can be made and layout of the above example can also be adjusted. For example, each row can be shown by characters, pictures, video, or audio etc. Player's row could comprise their account number, picture, nickname, height, weight, blood type, interests, telephone number, address, or other player's information. Further, this could also include featured or recommended information from the system showing in its interface. This interface could also be included in a computer readable media.

[0041] In the preferred embodiment of the present invention, the trading module 414 is also an important part, this module not only for creating game also for trading game by the players themselves. The game blog platform system in the present invention can provide computer room, bandwidth environment, community mechanism (member system, discussion area, and bulletin etc), accounts mechanism, cus-

tommer mechanism, and e-commerce mechanism, etc for game trading. By combining the trading module 414 and the game matching module 410, player's created games or software modules can be integrated with other periphery game business or other industry, for selling periphery game products, attending overseas game show, or involving other activities, i.e., the trading module offers a trading platform for players. The trading module 414 provides multi-trading module, for example, for players who don't intend to commercialize their products, it can offer a free trading method; for those players who want their created game or software module being commercialized the trading module can be utilized to do business by the players themselves and the game blog platform system can get a commission or managing fee; for players who would like their created games being commercialized but don't want to trading by themselves, the game blog platform system can do it for them and the profits can offer to the players by certain shares.

[0042] On the other hand, the game trading operated by the game blog platform system has some detailed modifications, such as the allowance of establishing point-based mechanism and the charges will be decided by the players; during the trading, virtual treasures that frequently used in the game should be traded through the game blog platform system and it can act as a third party for supervising the trading process and prevent various abnormal trading such as avoiding process fees and administration fee or being fraud.

[0043] The game blog platform system also provides a "help" mechanism, i.e., when players encounter any difficulty that relates to the game, they can utilize the game blog platform system to search for the related information. For example, they can utilize the education and training module 406 to look for the solutions, the matching module 410 to look for other player's help, and the bulletin or discussion area to release the needed information. Game blog platform provided by the game blog platform system also has the spirits of "games portal", i.e., it could comprise devices that needed by each portal website, such as search engine for offering player a variety of game information. The game blog platform generating module 404 also provide the function of community letting the player to communicate with each other.

[0044] In the preferred embodiment of the present invention, it also provides database/storage module 416 and internet interface 418. The database/storage module 416 is used for saving the data that relates to the game blog platform system and the internet interface 418 is to provide the conduit for connecting the game blog platform system to the internet 450 and communicates with other players.

[0045] It will be apparent to those skilled in the art that various modifications and variations can be made in the present invention without departing from the spirit or scope of the invention. Thus, it is intended that the present invention provided they come within the scope of the appended claims and their equivalents.

What is claimed is:

1. A game blog platform system comprises:

- a processing unit for controlling and managing the system;
- a platform generating module coupled to the processing unit for generating a platform for a plurality of users;
- an education and training module coupled to the processing unit for providing the function of education and training for the plurality of users;
- a matching module coupled to the processing unit for providing function of matching for the plurality of users;

a game generating module coupled to the processing unit for providing the function of game generating for the plurality of users; and

a trading module coupled to the processing unit for provide the function of trading for the plurality of users.

2. A game blog platform system of claim 1 is further comprising a planning module coupled to the processing unit for providing the function of planning to a plurality of users.

3. A game blog platform system of claim 2, wherein the planning module includes a game structure construction, game content editing, and setting function for a plurality of users.

4. A game blog platform system of claim 1 is further comprising a database/storage module for providing data storage or database function.

5. A game blog platform system of claim 1 is further comprising an internet interface which couples to the processing unit for providing the game blog platform system and at least one player can communicate with each other through the internet.

6. A game blog platform system of claim 5, wherein the internet interface includes a regular internet interface, a wireless internet interface, or their combination.

7. A game blog platform system of claim 1, wherein the game blog platform is further comprising a search engine for providing search information function for a plurality of users.

8. A game blog platform system of claim 1, wherein the game blog platform includes a portal website for providing the function of login for a plurality of users.

9. A game blog platform system of claim 1, wherein the blog platform includes a game blog website or a game website for providing the function of login for a plurality of users.

10. A game blog platform system of claim 1, wherein the education and training module includes providing the game blog platform system the function of introduction, navigation, explanation, or their combinations to a plurality of users.

11. A game blog platform system of claim 1, wherein the education and training module includes the game generating procedure of game planning, creation, trading, and their combinations for providing the functions of game introduction, navigation, explanation, and their combinations.

12. A game blog platform system of claim 1, wherein the education and training module includes an extended interface for providing the added function of education and training to a plurality of organizations.

13. A game blog platform system of claim 1, wherein the matching module includes the matching function of collective creation for a plurality of users and providing commercial trading for at one user and one game company.

14. A game blog platform system of claim 1, wherein the game generating module includes the function of generating action game, fighting game, adventure game, action adventure game, role-playing game, simulation game, shooting game, sport game, rhythm game, puzzle game, strategy game, survival game, develop game, gambling game, or their combinations.

15. A game blog platform system of claim 1, wherein the game generating module includes at least one selection menu interface for providing a plurality of users to select types of game.

16. A game blog platform system of claim 1, wherein the game generating module includes at least one share source, open source software, or their combinations for at one users to edit game or create the new game generating module.

17. A game blog platform system of claim 1, wherein the trading module includes the function of e-commerce, custom service, membership, account, virtual currency mechanism, or their combinations.

18. A game blog platform system interface comprises: information of a plurality of users showing in the game blog platform system interface; and

at one game information showing in the game blog platform system interface for demonstrating the created game information.

19. A game blog platform system interface of claim 18, wherein the information of a plurality of users includes at least one user's account, photograph, name, nickname, height, interest, telephone number, address, or their combinations.

20. A game blog platform system interface of claim 18, wherein the at least one game information includes the type of game, completeness of the game, the game's open state, way of trading, recruitment information, or their combinations.

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