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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](#)

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.

An Introduction to multiplayer network and server models - Unity

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Minecraft for Nintendo Switch supports cross-platform multiplayer with these platforms: Windows, Xbox Series X|S and Xbox One, PlayStation 4, iOS, Android, Oculus, and Fire Devices. Nintendo Switch Online membership required for online multiplayer on Nintendo Switch.