Figure 5 is a schematic diagram illustrating a structure of a client platform and a game entity according to an example of the present invention.

Detailed Description of the Invention

In order to make the object, technical solutions and merits of the present invention clearer, the present invention will be illustrated in detail hereinafter with reference to the accompanying drawings and examples. It should be understood that the examples described herein are only used to explain the present invention, but not used to limit the present invention.

In the examples of the present invention, a desktop client is divided into a client platform and a game entity; when a game changes, it is only needed to change a game logic and a game protocol in the game entity, and not needed to redesign the client platform, so as to reduce the development period and development costs.

Figure ~~1~~3 is a schematic diagram illustrating a structure of a desktop multi-person game system according to an example of the present invention. In order to be convenient for description, only parts related to the examples of the present invention are shown.

a game server 12 processes a game rule, manages user information and parses a communication protocol between the game server 12 and a game entity 16;

a client platform 14 establishes a data channel between the game server 12 and the game entity 16, loads and operates the game entity 16, forwards an operation command of a user to the game entity 16, receives and executes game output data transmitted by the game entity 16, outputs a executing result to the user, and provide an application interface for the game entity 16 to implement functions which can not be implemented by the game entity 16 itself.

In the examples of the present invention, the game output includes characters, images, sound and so on, and further includes physical output, e.g. game handle shake.

The game entity 16 configures a game logic and a game protocol, receives the operation command of the user forwarded by the client platform 14, generate the game output data according to the game logic, transmit the game output data to the client