

ABSTRACT

METHOD FOR SHRINKING AN AREA IN BATTLE ROYALE GAMES

A method for shrinking an area in battle royale games is disclosed. The method comprises generating a map comprising a playing area, the playing area configured to shrink discontinuously at a variable shrinking rate, the variable shrinking rate having a default rate value. When it is determined that a shrink operation of the playing area is to be initiated, the method proceeds to determine whether a number of players currently alive in the game is equal to or lower than a threshold value. In response to determining that the number of players currently alive in the game is equal to or lower than the threshold value, the variable shrink rate is increased to a rate value greater than the default rate value to obtain an increased shrink rate, and the playing area shrinks from a first configuration to a second configuration in accordance with the increased shrink rate.

[Figure 1d]