CLAIMS

1. A method for shrinking an area in battle royale games, the method comprising:

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;

determining that a shrink operation of the playing area is to be initiated;

in response to determining that the shrink operation of the playing area is to be initiated, determining whether a number of players alive in the game at a time when the shrink operation of the playing area is to be initiated, is equal to or lower than a threshold value;

in response to determining that the number of players alive in the game at the time when the shrink operation of the playing area is to be initiated is equal to or lower than the threshold value, increasing the variable shrink rate to a rate value greater than the default rate value to obtain an increased shrink rate; and

performing the shrink operation to shrink the playing area from a first configuration to a second configuration in accordance with the increased shrink rate, wherein a speed at which the playing area shrinks from the first configuration to the second configuration in accordance with the increased shrink rate, is faster than a speed at which the playing area shrinks from the first configuration to the second configuration in accordance with the default rate value of the variable shrinking rate.

2. The method of claim 1, wherein the playing area is further configured to remain in the second configuration for a variable time interval having a default time period after completing the shrinking to the second configuration, the method further comprising:

determining that the playing area has completed shrinking to the second configuration;

in response to determining that the playing area has completed shrinking to the second configuration, determining whether a number of players alive in the game at a time when the playing area has completed shrinking to the second configuration, is equal to or lower than the threshold value;

in response to determining that the number of players alive in the game at the time when the playing area has completed shrinking to the second configuration is equal to or lower than the threshold value, shortening the variable time interval to a time period shorter than the default time period to obtain a shortened time period; and

maintaining the playing area in the second configuration for the shortened time period.

3. The method of claim 1 or 2, wherein the shrink operation is a first shrink operation of a plurality of shrink operations to be performed during a match.

4. The method of claim 3, wherein determining that the first shrink operation of the playing area is to be initiated comprises:

determining when a predetermined time period from the start of the match elapses; and

in response to determining that the predetermined time period has elapsed from the start of the match, determining that the first shrink operation is to be initiated.

5. The method of any one of claims 1-4, wherein the threshold value is a value selected from a plurality of threshold values.

6. The method of claim 5, wherein each of the plurality of threshold values is associated with a different shrink operation of the plurality of shrink operations.

7. The method of claim 1 or 2, wherein the shrink operation is a second shrink operation of a plurality of shrink operations to be performed during a match, and the playing area is being maintained in the first configuration for a variable time interval.

8. The method of claim 7, wherein determining that the second shrink operation of the playing area is to be initiated comprises:

determining when the variable time interval elapses; and

in response to determining that the variable time interval has elapsed, determining that the second shrink operation is to be initiated.

9. The method of any one of claims 1-8, wherein the second configuration of the playing area is within an area previously occupied by the first configuration of the playing area.

10. The method of any one of claims 1-9, wherein the rate value of the increase shrink rate is at least 2 times faster than the default rate value.

11. The method of claim 2, wherein the shortened time period is at least 0.5 times less than the default time period.

12. The method of any one of claims 1-11, wherein the first configuration of the playing area comprises a circle shape having a first size and the second configuration of the playing area comprises a circle shape having a second size smaller than the first size.

13. A system comprising one or more computers and one or more storage devices storing computer-readable instructions that, when executed by the one or more computers, cause the one or more computers to perform one or more operations according to the method of any one of claims 1 to 12.

14. One or more non-transitory computer storage media storing instructions that, when executed by one or more computers, cause the one or more computers to perform one or more operations according to the method of any one of claims 1 to 12.