

game rewards (experience, coins, special game events etc.) may be triggered by the player's friends commenting or interacting with the player's game activity wall post. For example, the player signs in/logs-in to the game illustrated by block 4410. Simultaneously the player is logged into the client (that hosts the game application) and the social network to perform social network activity illustrated by blocks 4420 and 4430. While logged-in to the client, the player may participate in game play, as illustrated by block 4422. While playing the game, the player may post an event to a social network feed, as illustrated by block 4424 at which point the postID (for access) is written to a database, as illustrated by block 4426. Also while playing the game, the player may receive an in-game reward, as illustrated by block 4428.

[00168] In the social network, when the postID (for access) is written to a database, as illustrated by block 4426, the social network application (e.g., game application) loops through all postIDs generated in the game, as illustrated by block 4432. The social network application then processes each post for comments and likes, as illustrated by block 4434. The social network application then generates a friend reward within the social network, as illustrated by block 4436. The social network application then generates a player reward, as illustrated by block 4438 which also sends a request to the game to give the reward to the player in the game.

[00169] The comments and game actions they invoke which are described in Figures 5-44 are used by way of example, one skilled in the art will recognize that other examples and configurations are possible

[00170] The foregoing description of the implementations of the present technology has been presented for the purposes of illustration and description. It is not intended to be exhaustive or to limit the present technology to the precise form disclosed. Many modifications and variations are possible in light of the above teaching. It is intended that the scope of the present

technology be limited not by this detailed description, but rather by the claims of this application. As should be understood by those familiar with the art, the present technology may be implemented in other specific forms, without departing from the spirit or essential characteristics thereof. Likewise, the particular naming and division of the modules, routines, features, attributes, methodologies, and other aspects are not mandatory or significant, and the mechanisms that implement the present disclosure or its features may have different names, divisions and/or formats. Furthermore, as should be apparent to one of ordinary skill in the relevant art, the modules, routines, features, attributes, methodologies and other aspects of the present technology can be implemented as software, hardware, firmware, or any combination of the three. Also, wherever a component, an example of which is a module, of the present technology is implemented as software, the component can be implemented as a standalone program, as part of a larger program, as a plurality of separate programs, as a statically or dynamically linked library, as a kernel loadable module, as a device driver, and/or in every and any other way known now or in the future to those of ordinary skill in the art of computer programming. Additionally, the present technology is in no way limited to implementation in any specific programming language, or for any specific operating system or environment. Accordingly, the disclosure of the present technology is intended to be illustrative, but not limiting, of the scope of the present disclosure, which is set forth in the following claims.

WHAT IS CLAIMED IS:

1. A computer-implemented method using one or more computing devices for implementing a multilayer architecture for video gaming, comprising:
 - providing access, using the one or more computing devices, to a video gaming environment hosted on a server;
 - providing access, using the one or more computing devices, to the video gaming environment by a plurality of users; and
 - designating different status levels, using the one or more computing devices, to the plurality of users wherein each of the different status levels provides different capabilities to the plurality of users within the video gaming environment, the different status levels including a first player status that accords full access and play within the video gaming environment, a second player status that accords restricted access and play within the video gaming environment, and a third player status that accords reactive access and play within the video gaming environment.

ABSTRACT

The present disclosure is directed to a flexible architecture for video gaming applications. In some embodiments, the flexible architecture is platform agnostic and provides a continuous visual experience for players across different platforms while engaging them at different levels of play. The architecture provides user interfaces that facilitate access to video gaming applications in various ways that may include: via social networks or sites; via wall posts or via an online social networking service that enables its users to send and read text-based posts; via mobile devices (iOS, Android, or Windows-based smart phones); or via dedicated game consoles. In some embodiments, the flexible architecture provides multiple levels of play options, which may include a peer-to-peer competitive challenge level for "core" players, a "casual" play level for play with friends with whom a player shares an affinity, for example, in a social network; or a "spectator" mode that permits non-players in a network to assist friends. In some embodiments, feed-based triggers may allow for greater rewards to players and ease of discovering games.

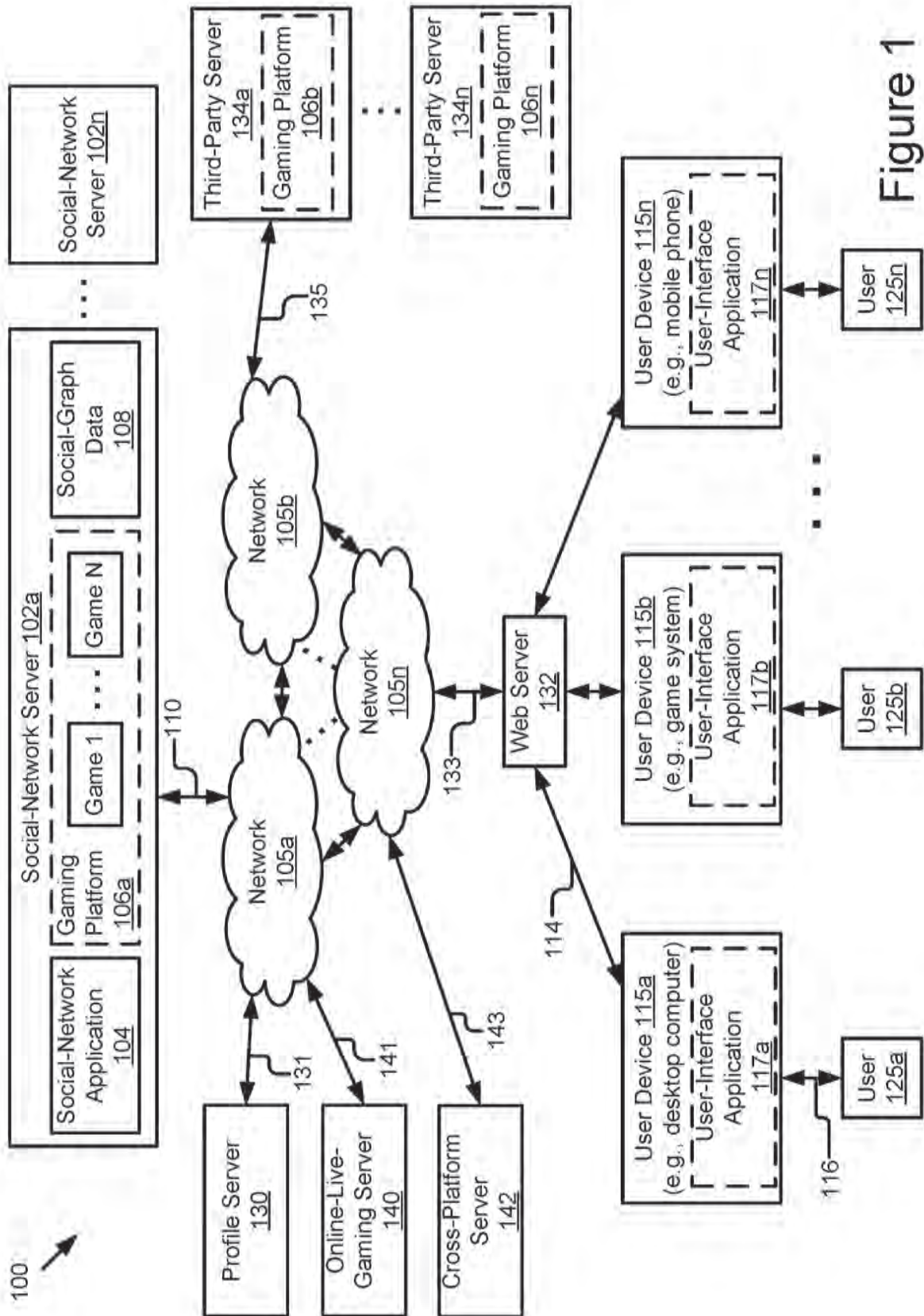


Figure 1

200
↘

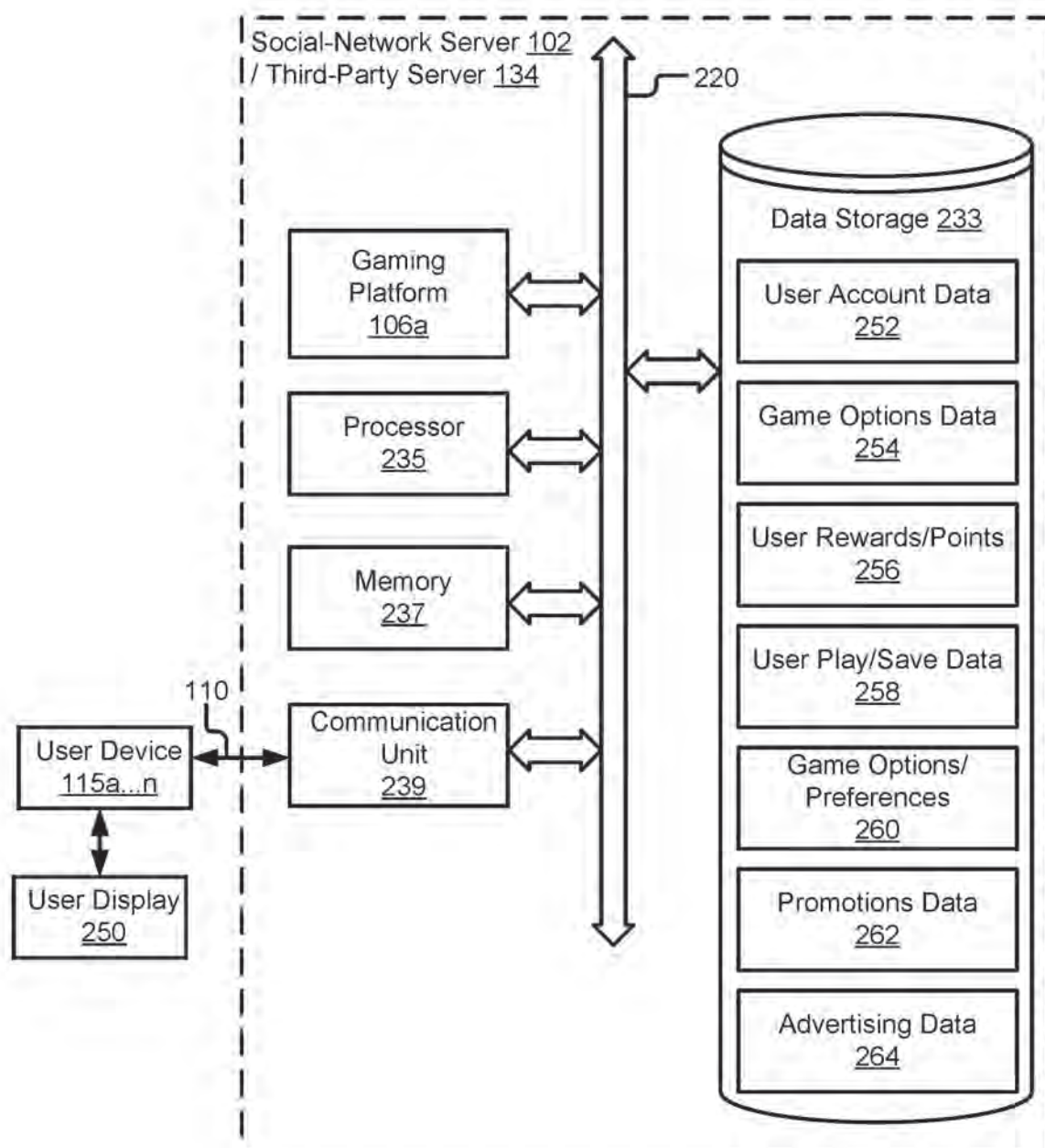


Figure 2

300
↓

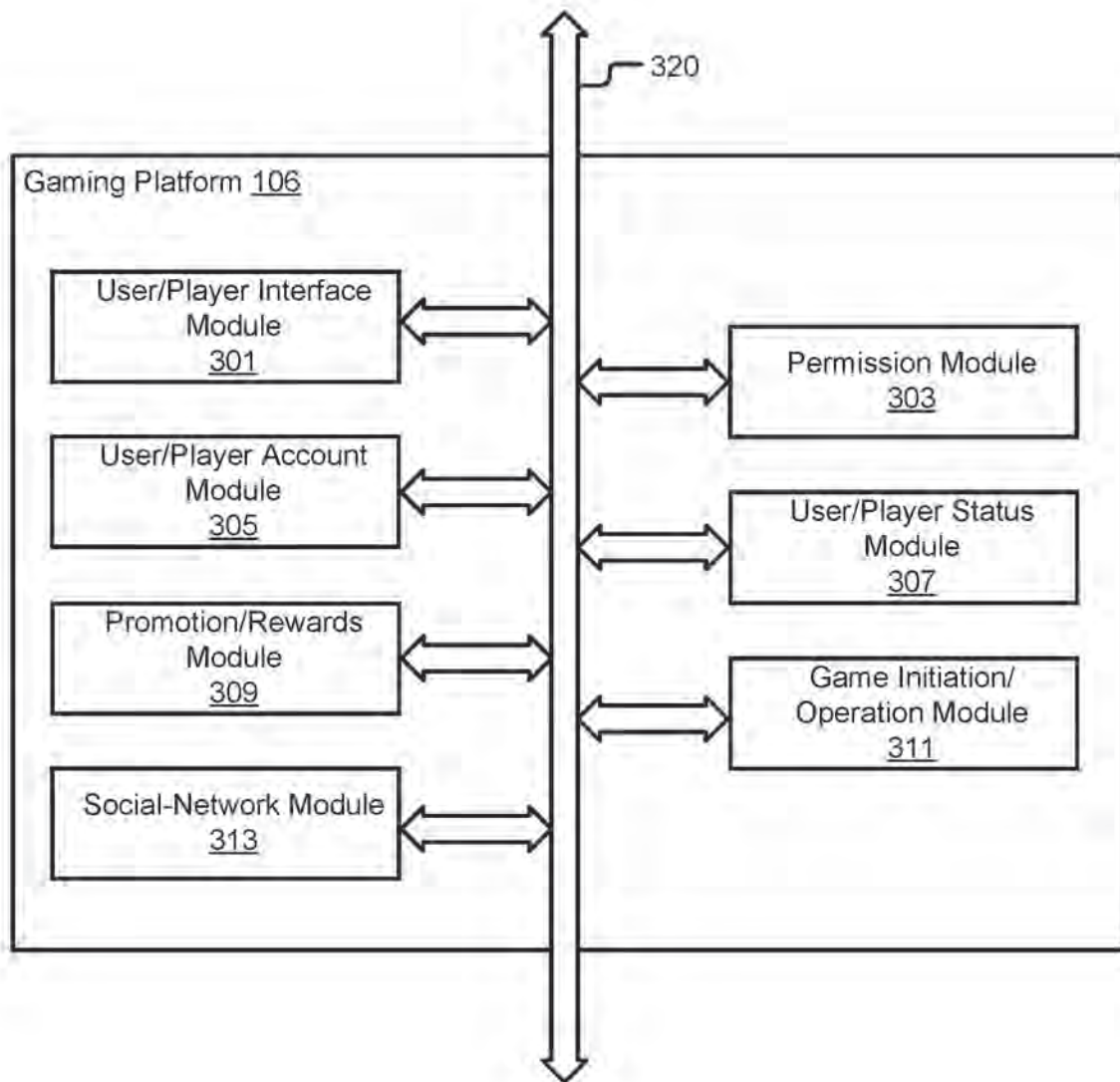


Figure 3

400
↘

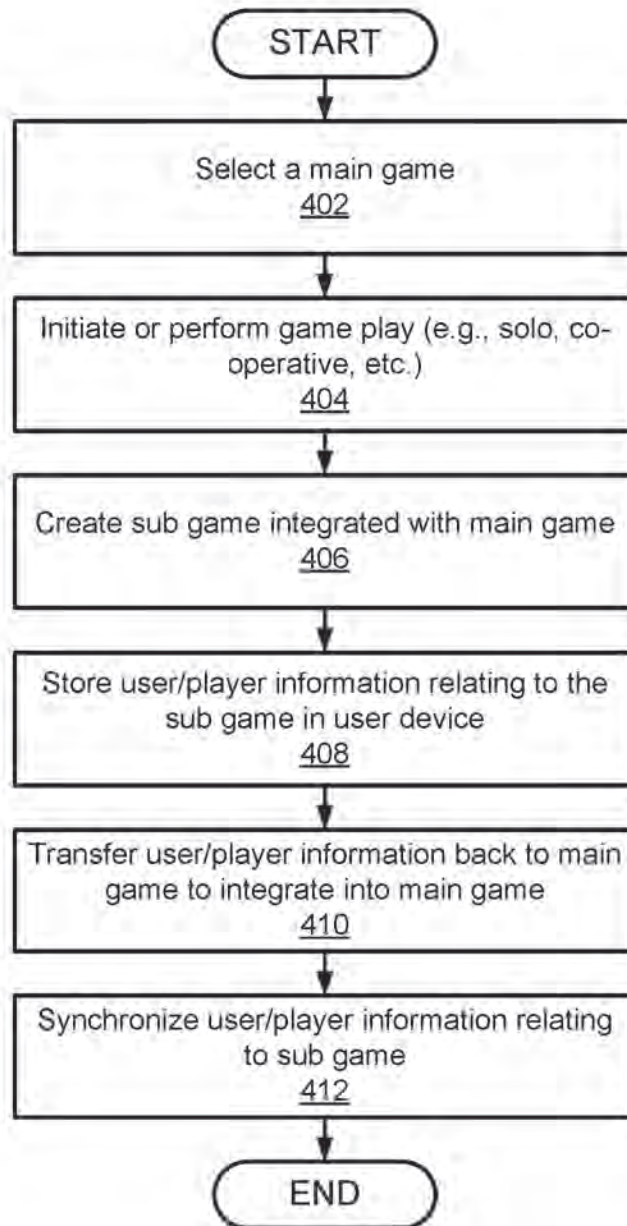


Figure 4

500
↓

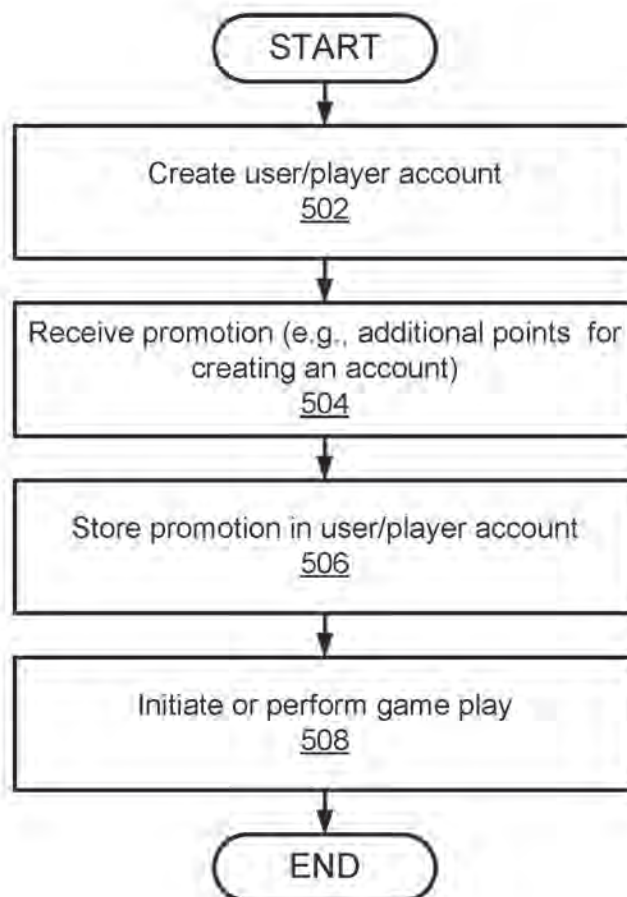


Figure 5

600
↓

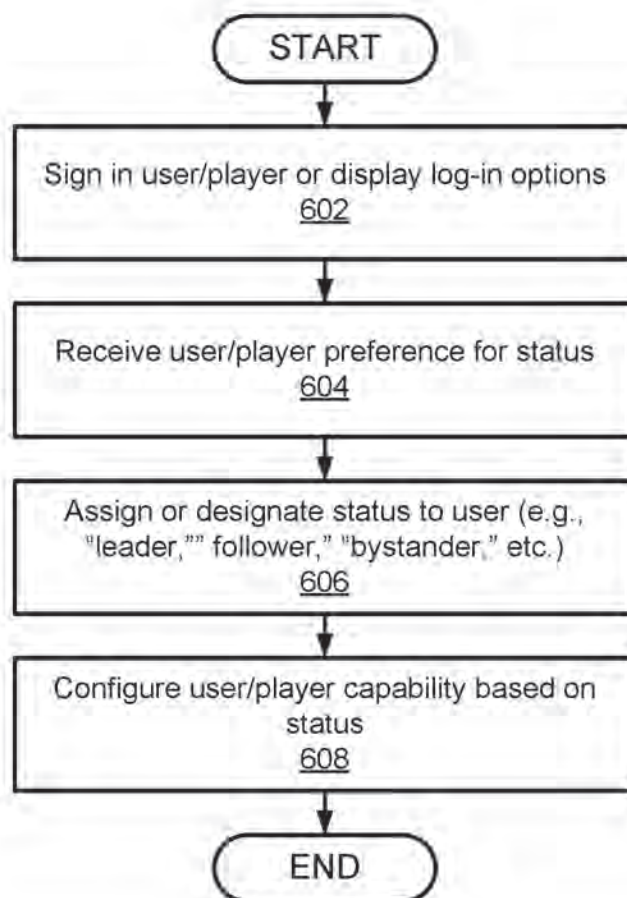


Figure 6

700

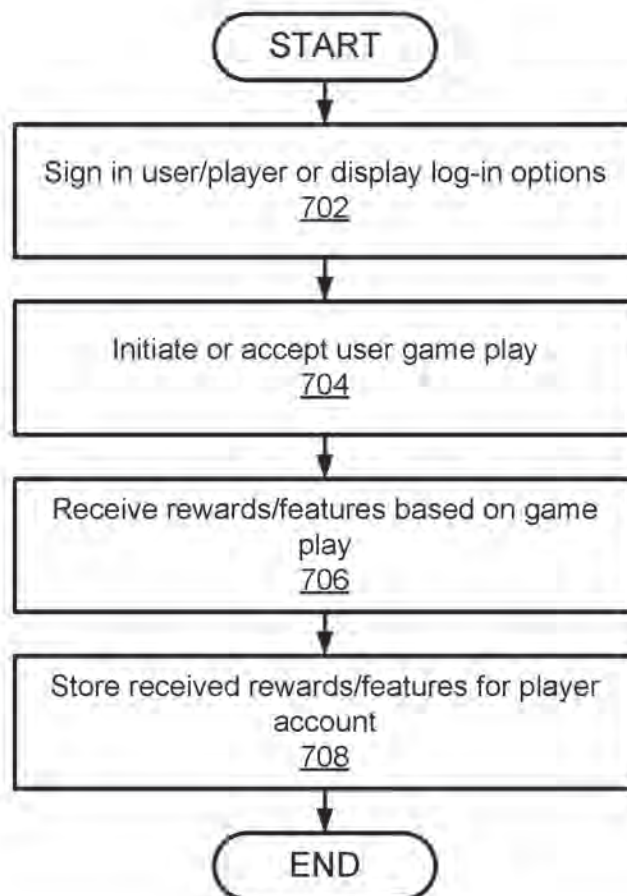


Figure 7

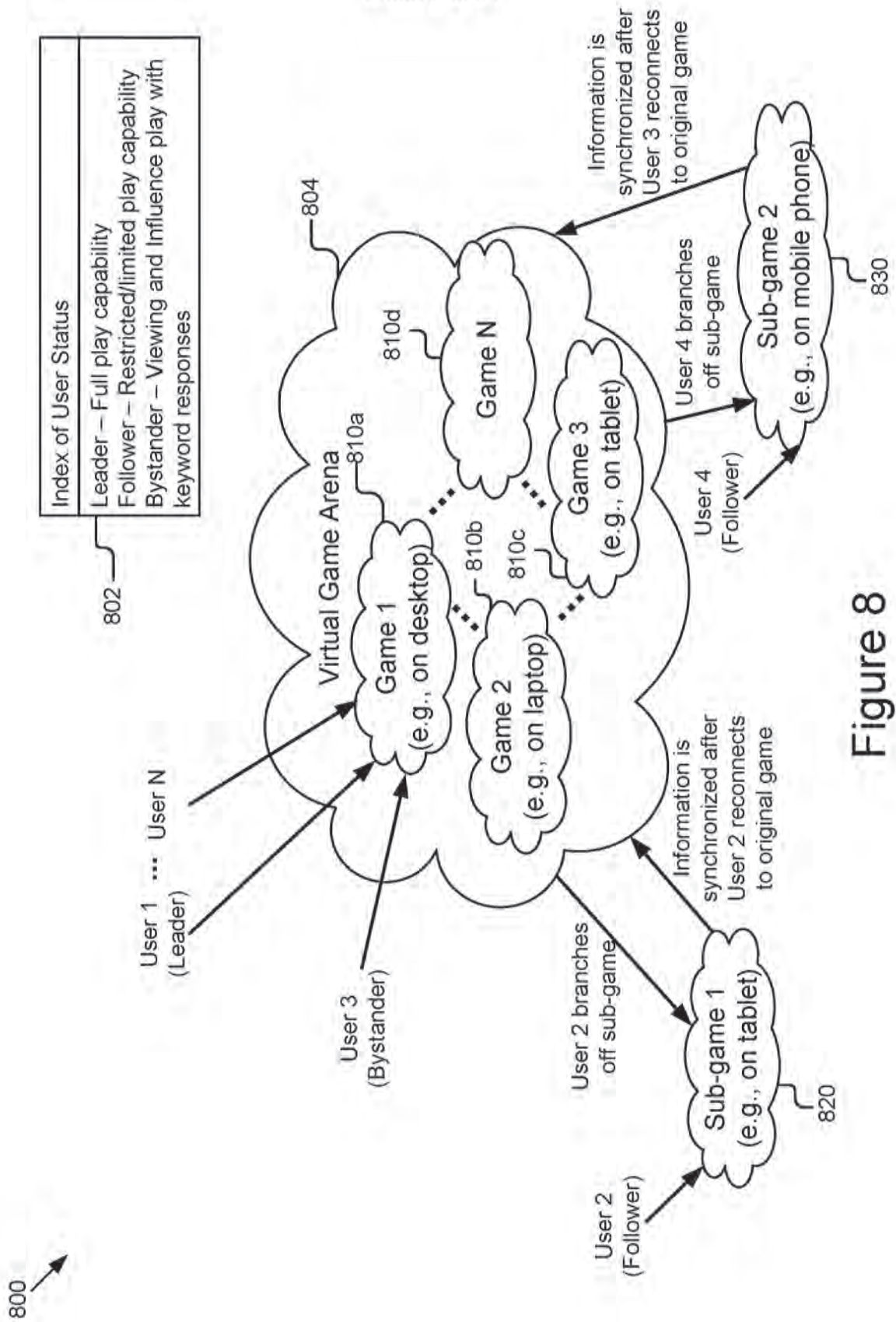


Figure 8

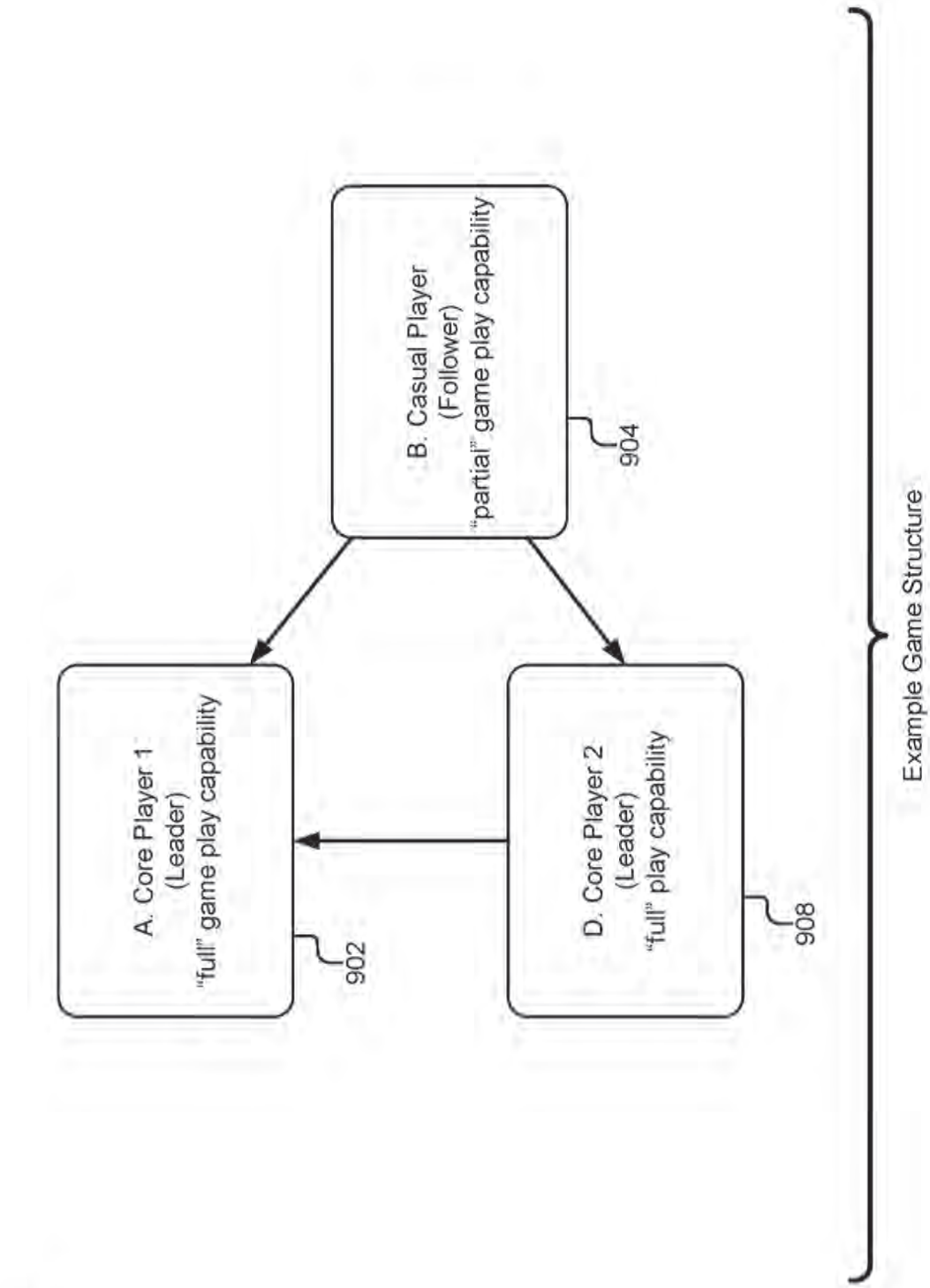


Figure 9

1000 ↗

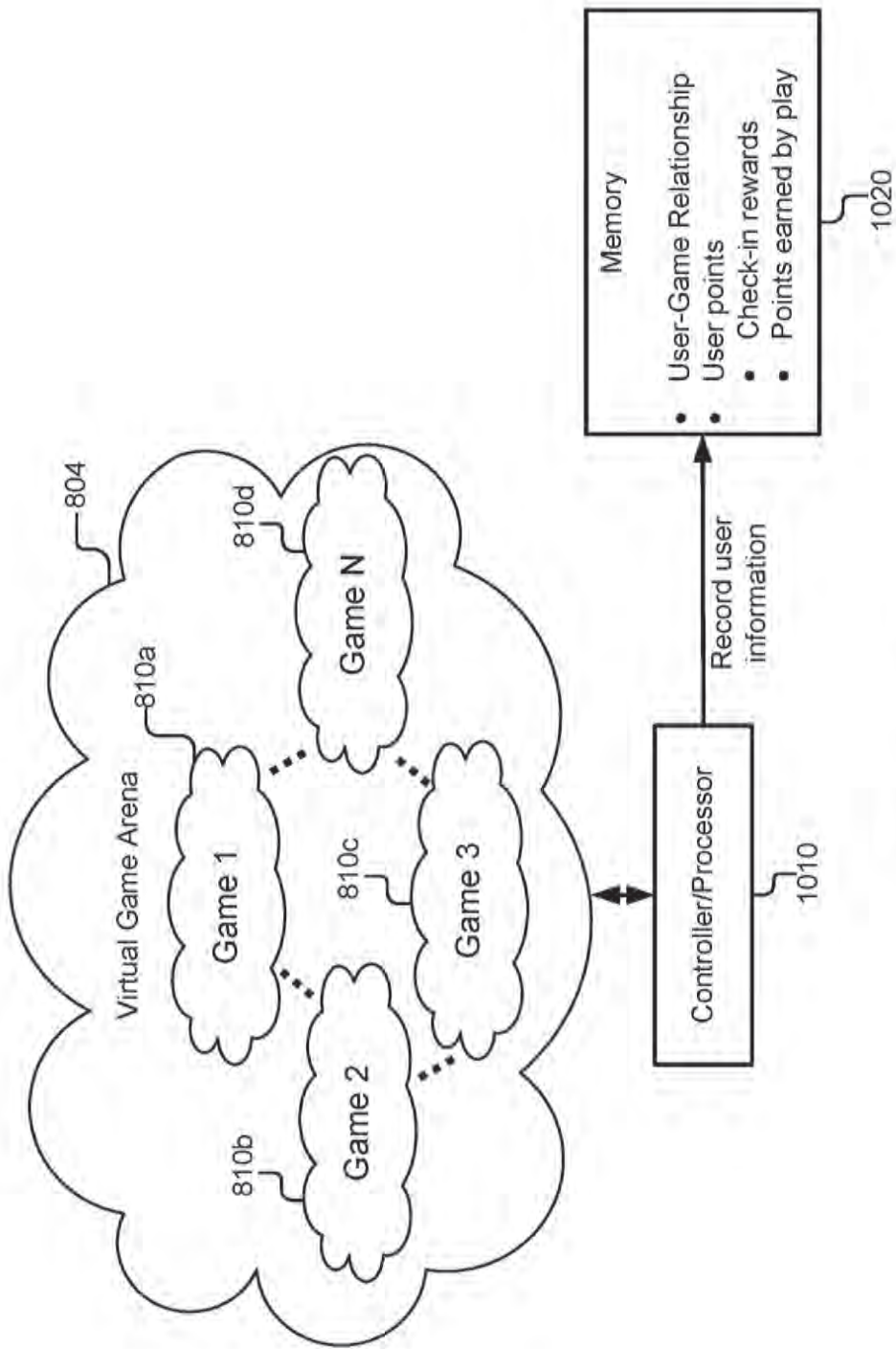


Figure 10

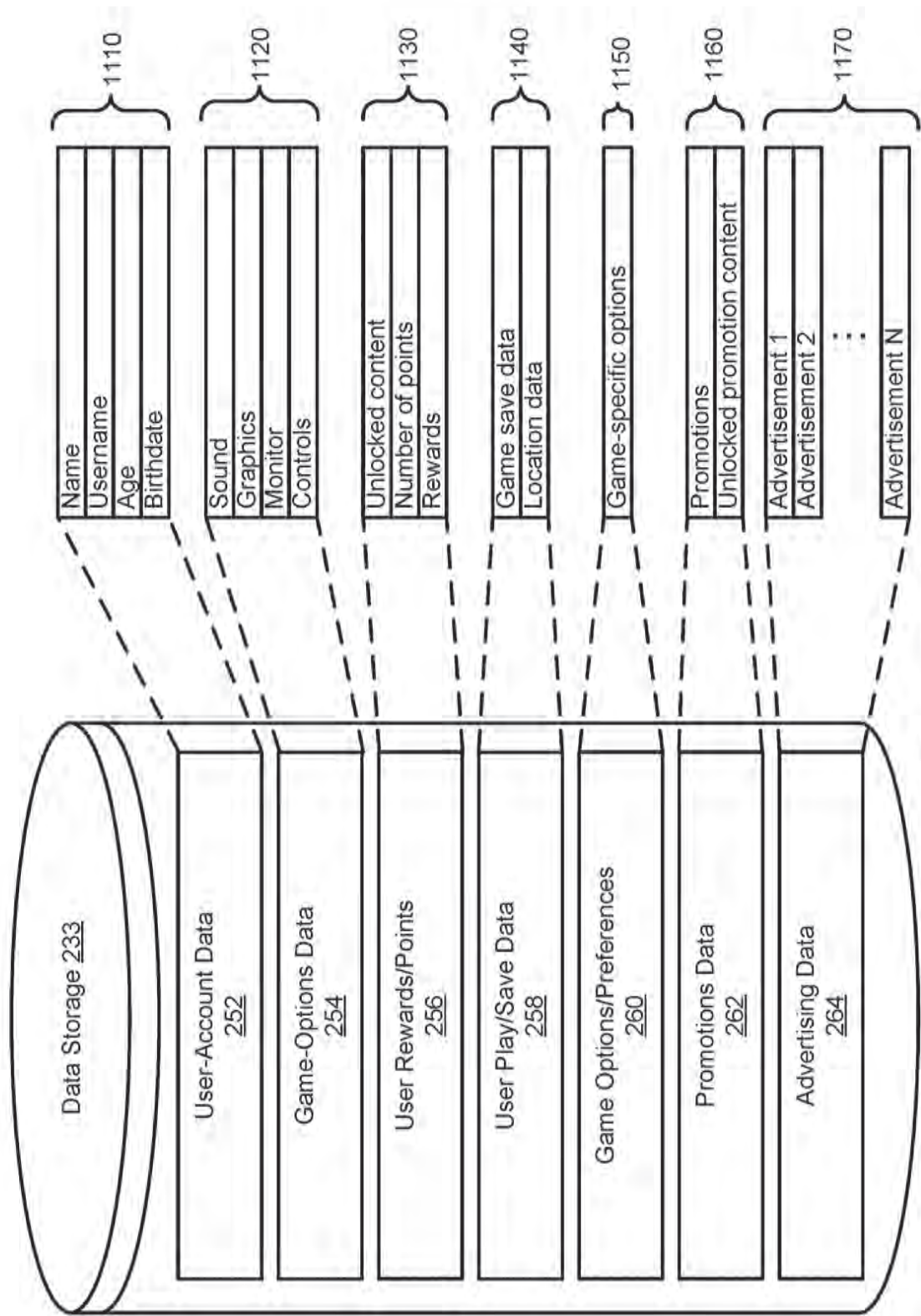


Figure 11

1200



Example Method for Game Play

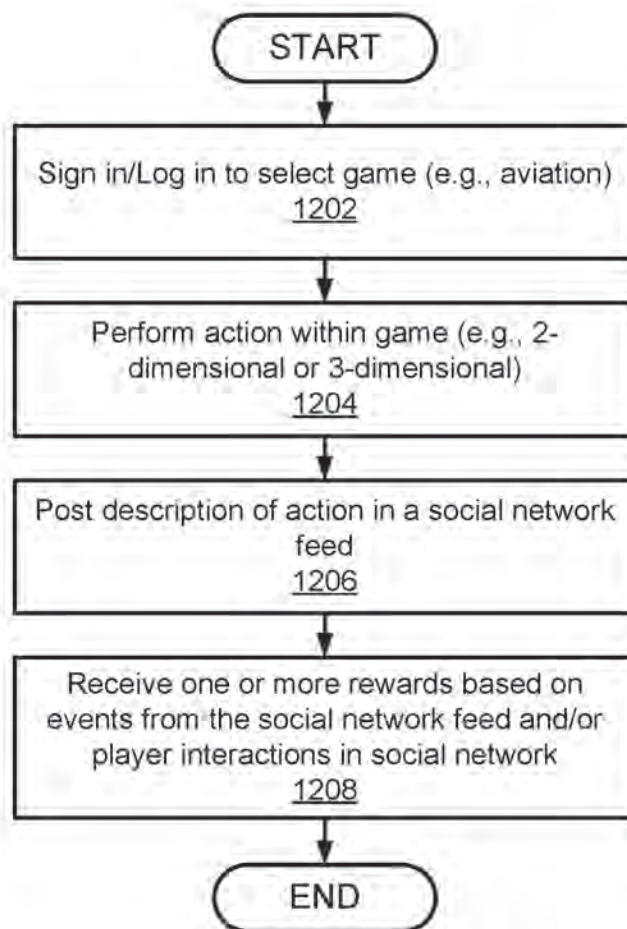


Figure 12

1300 ↗

Set or Plan an
Example
Aviation Route



Figure 13

1400 ↗

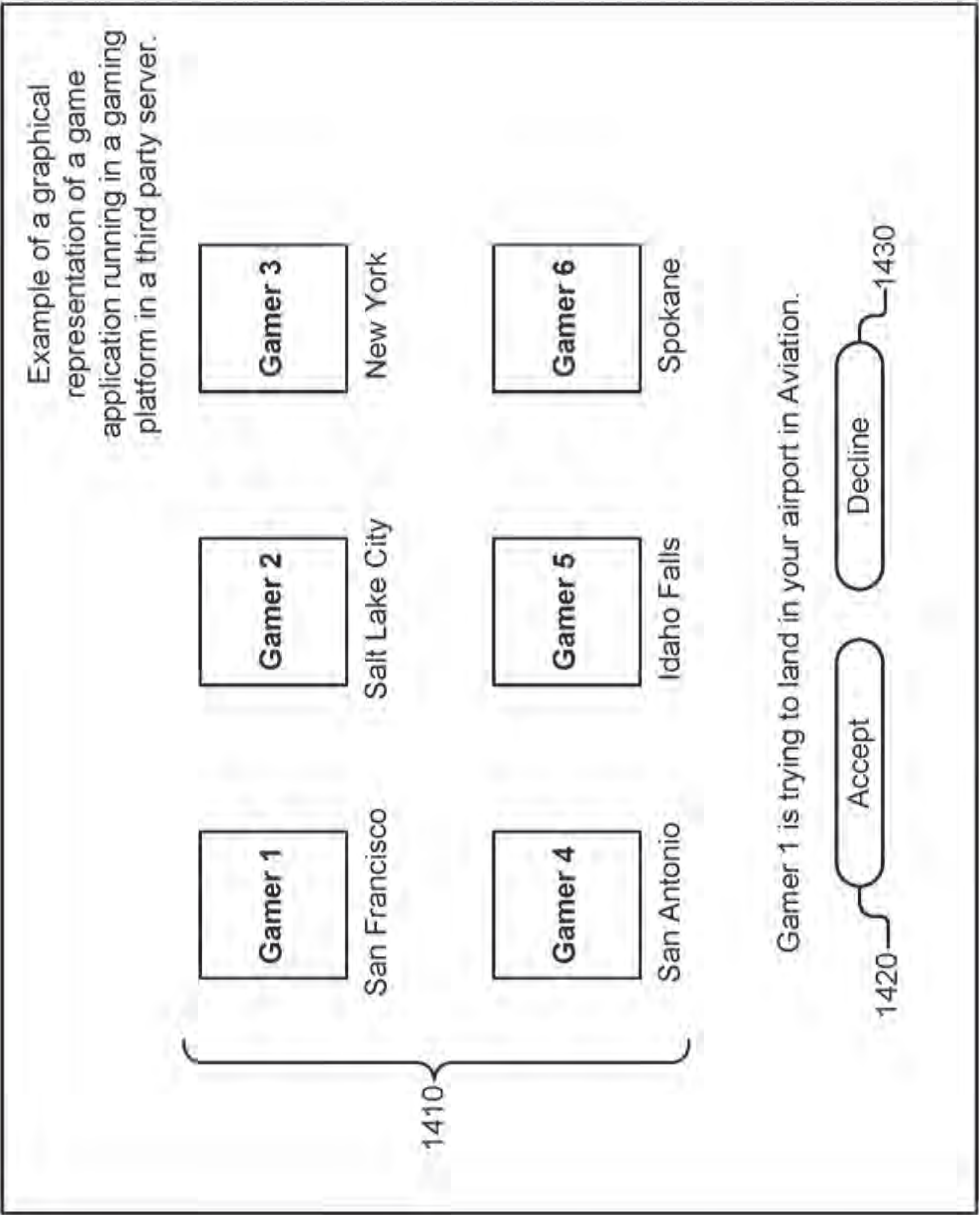


Figure 14



Figure 15

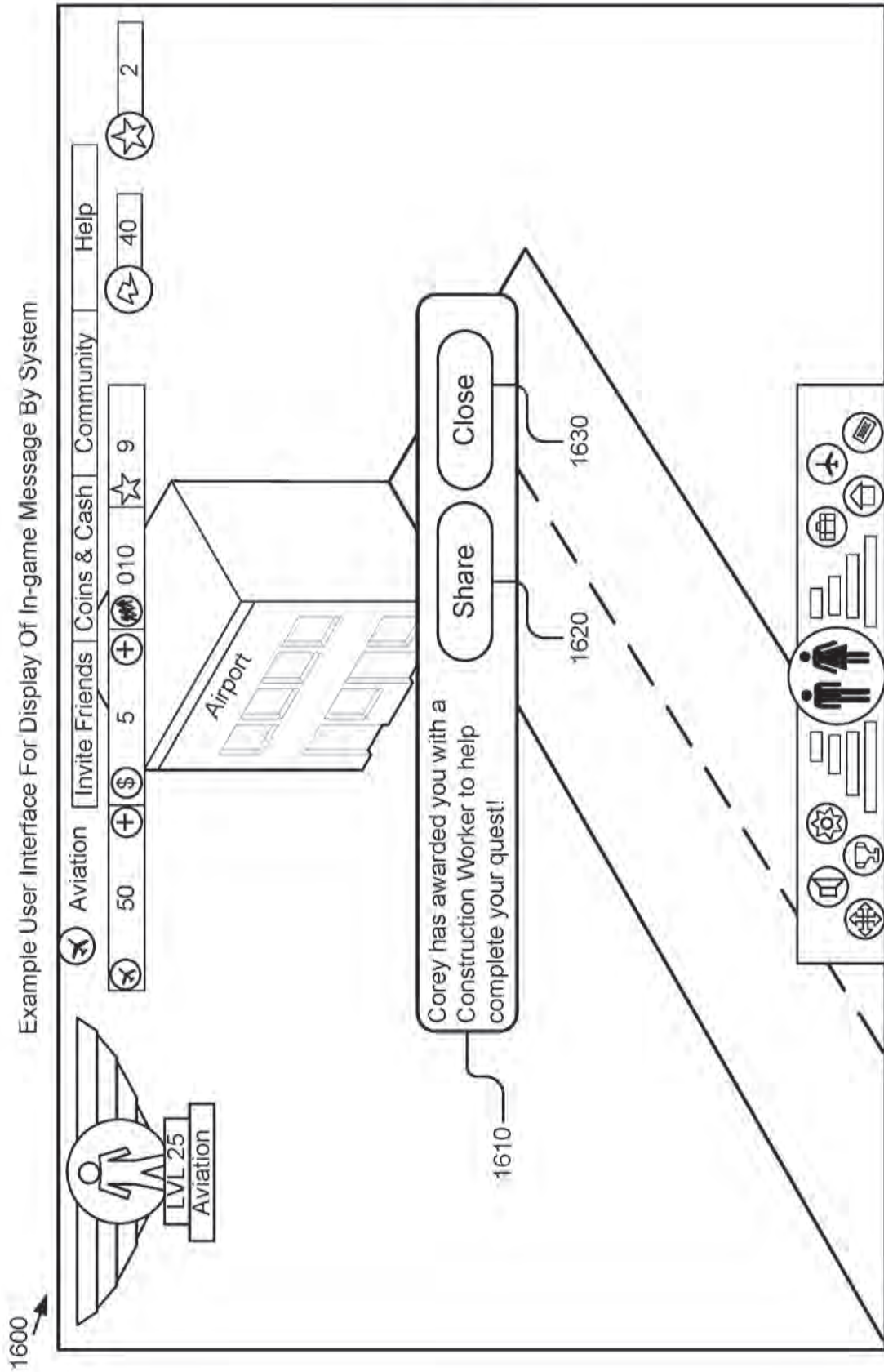


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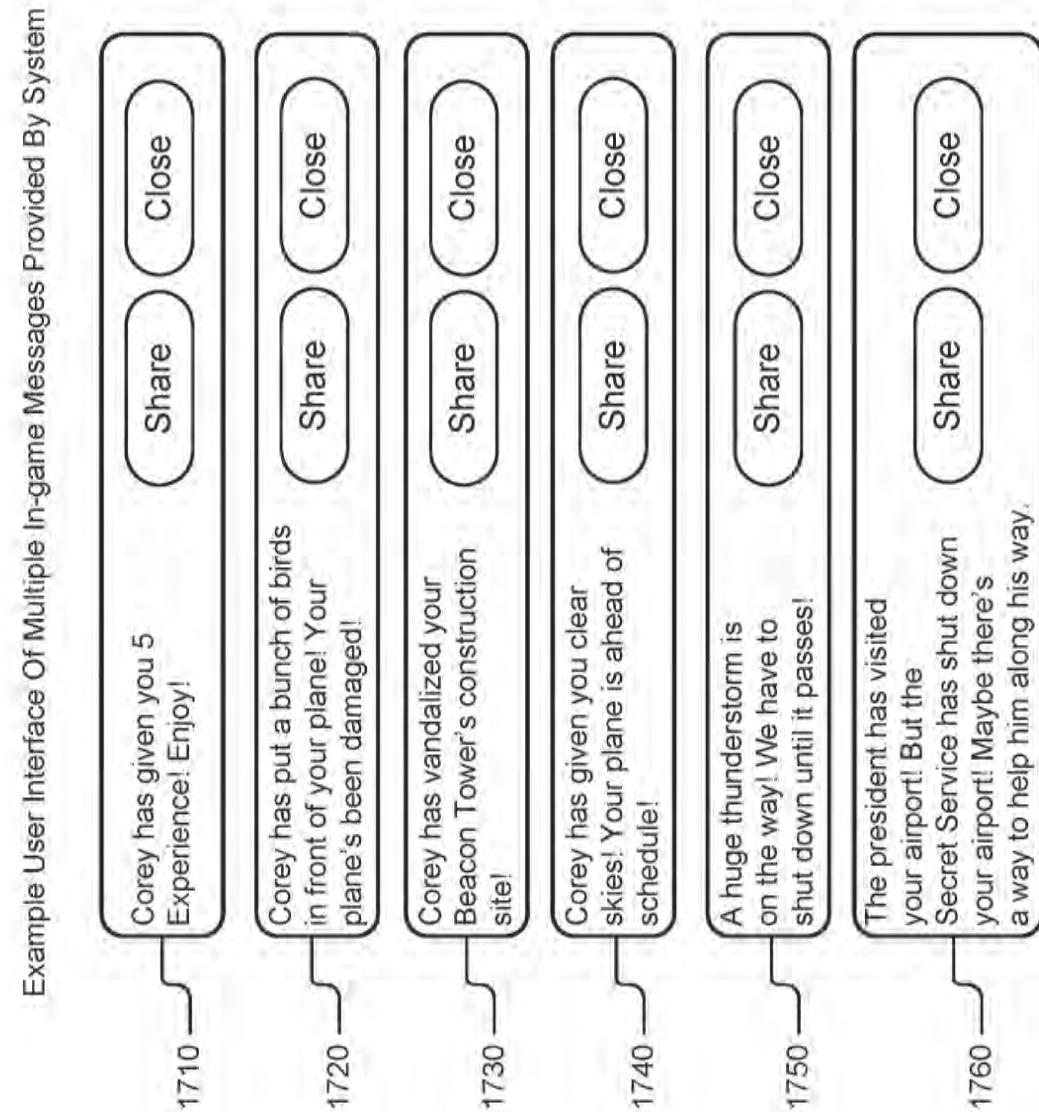


Figure 17

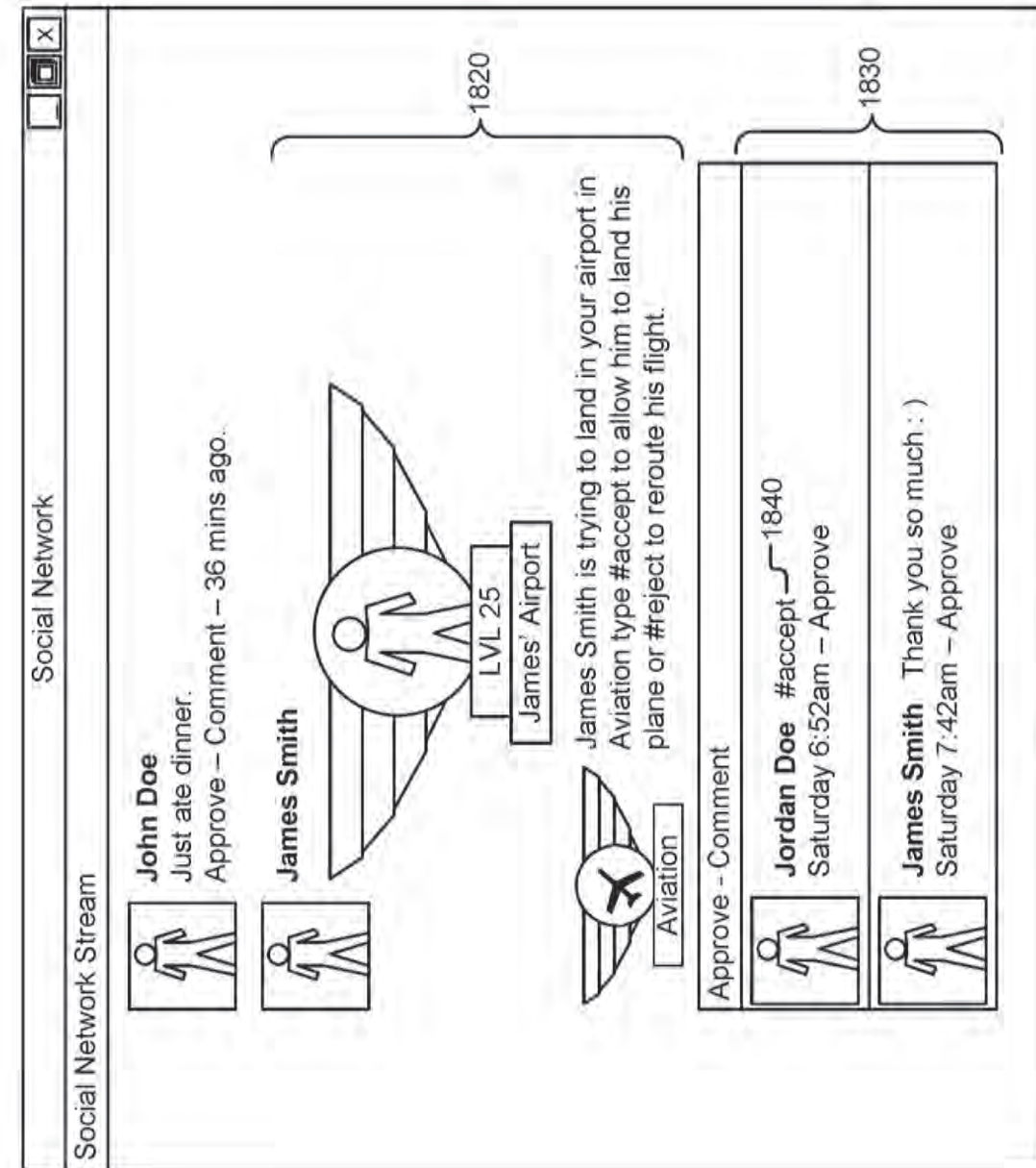


Figure 18

1900 ↗

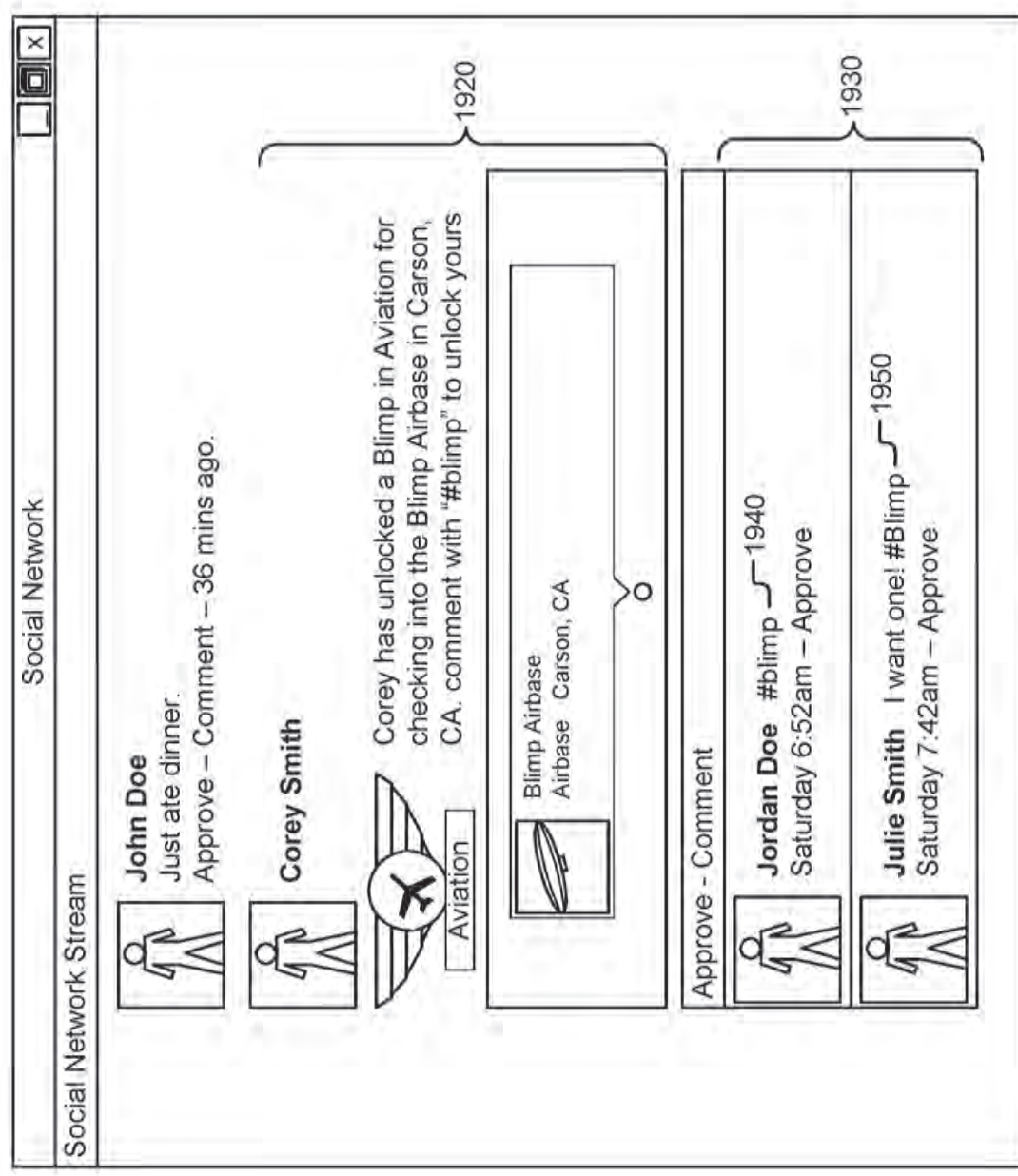


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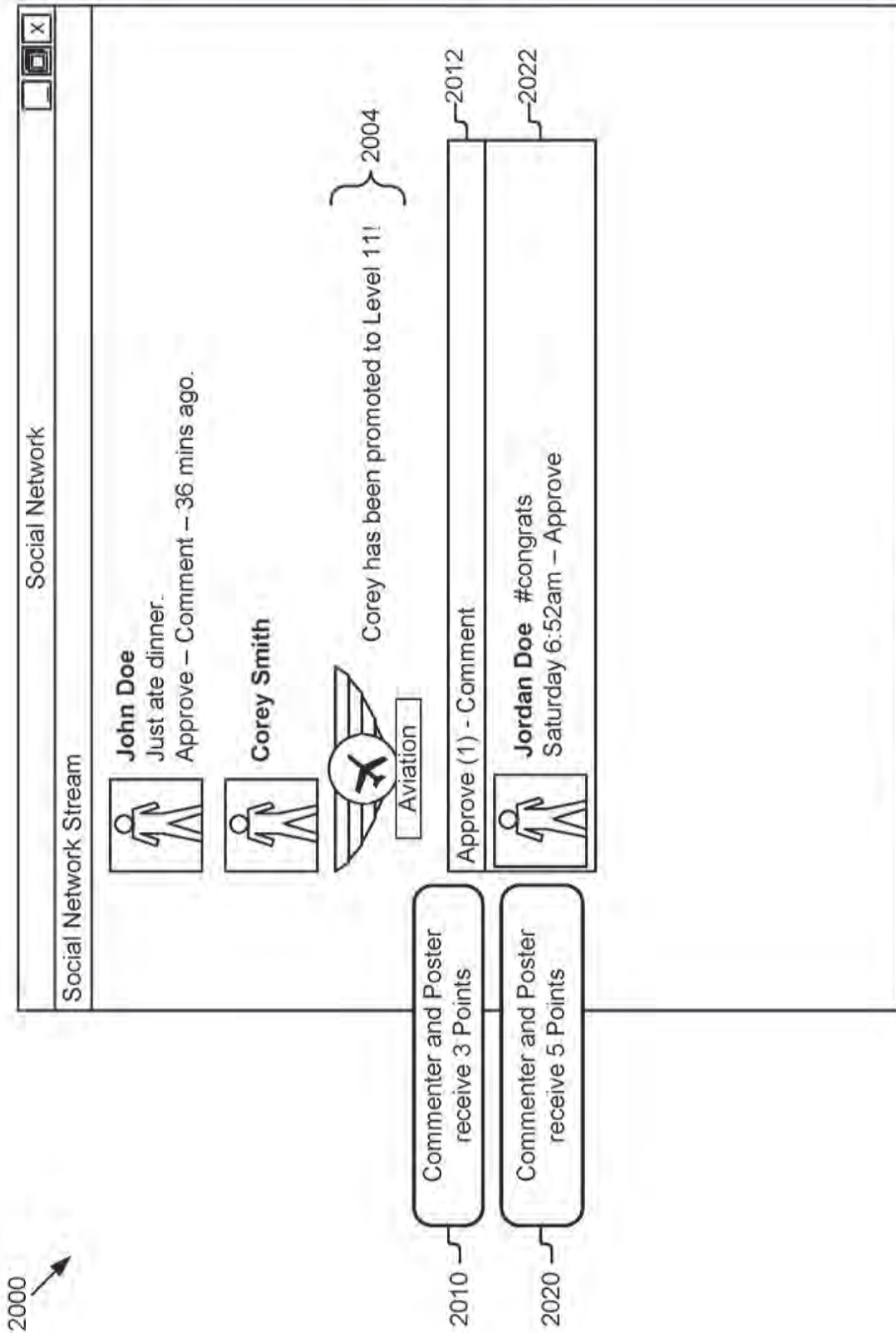


Figure 20A

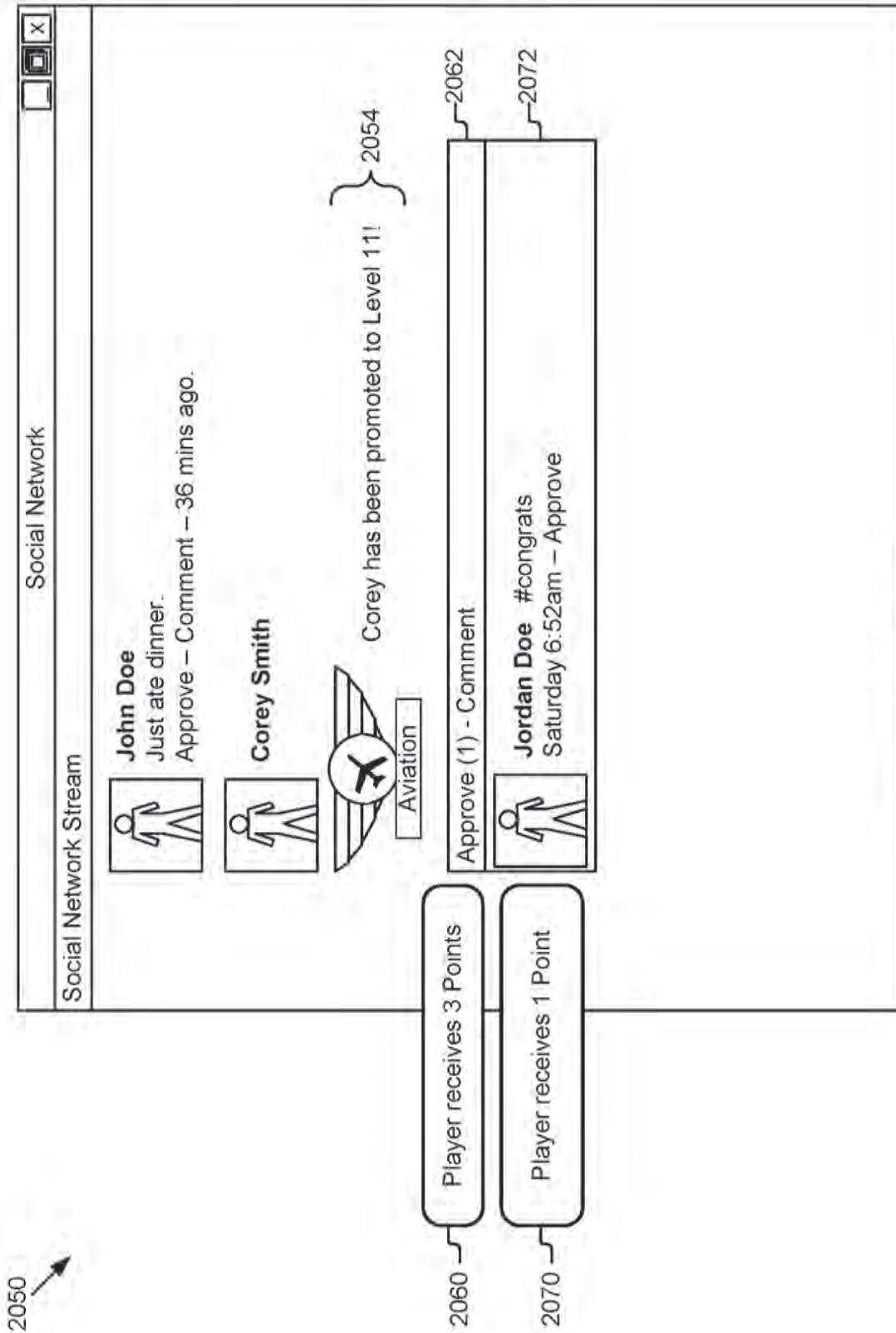


Figure 20B

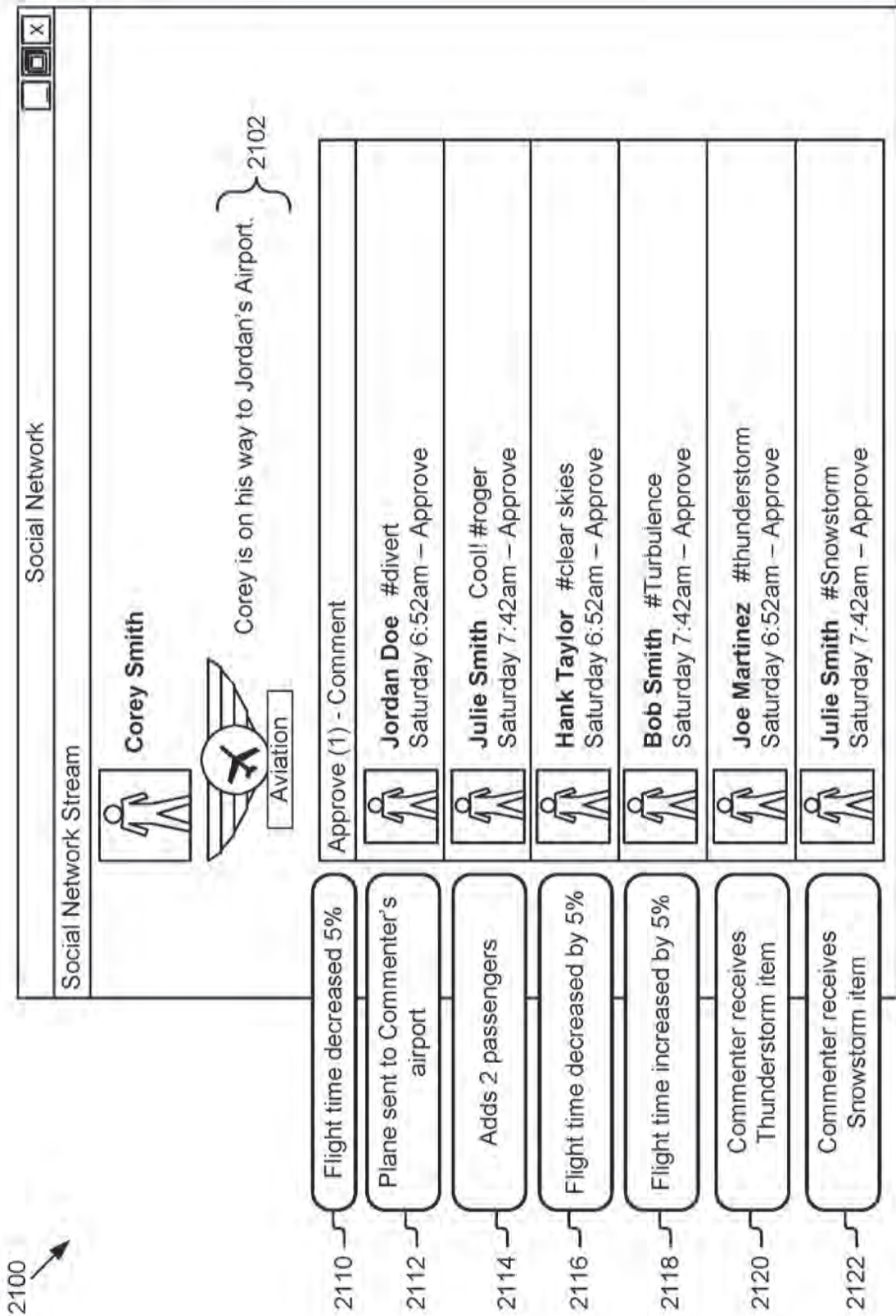


Figure 21A

2150 ↗

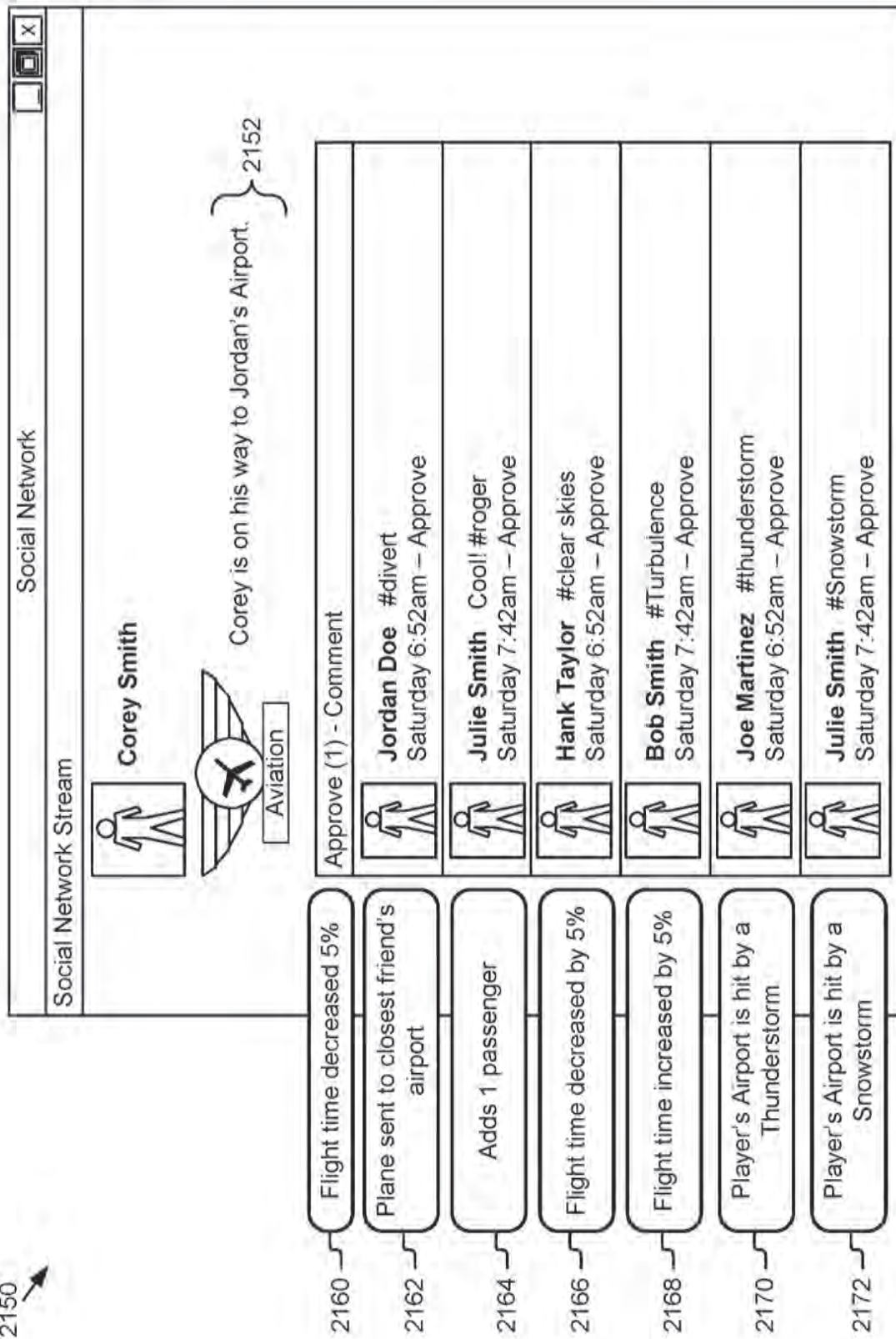


Figure 21B

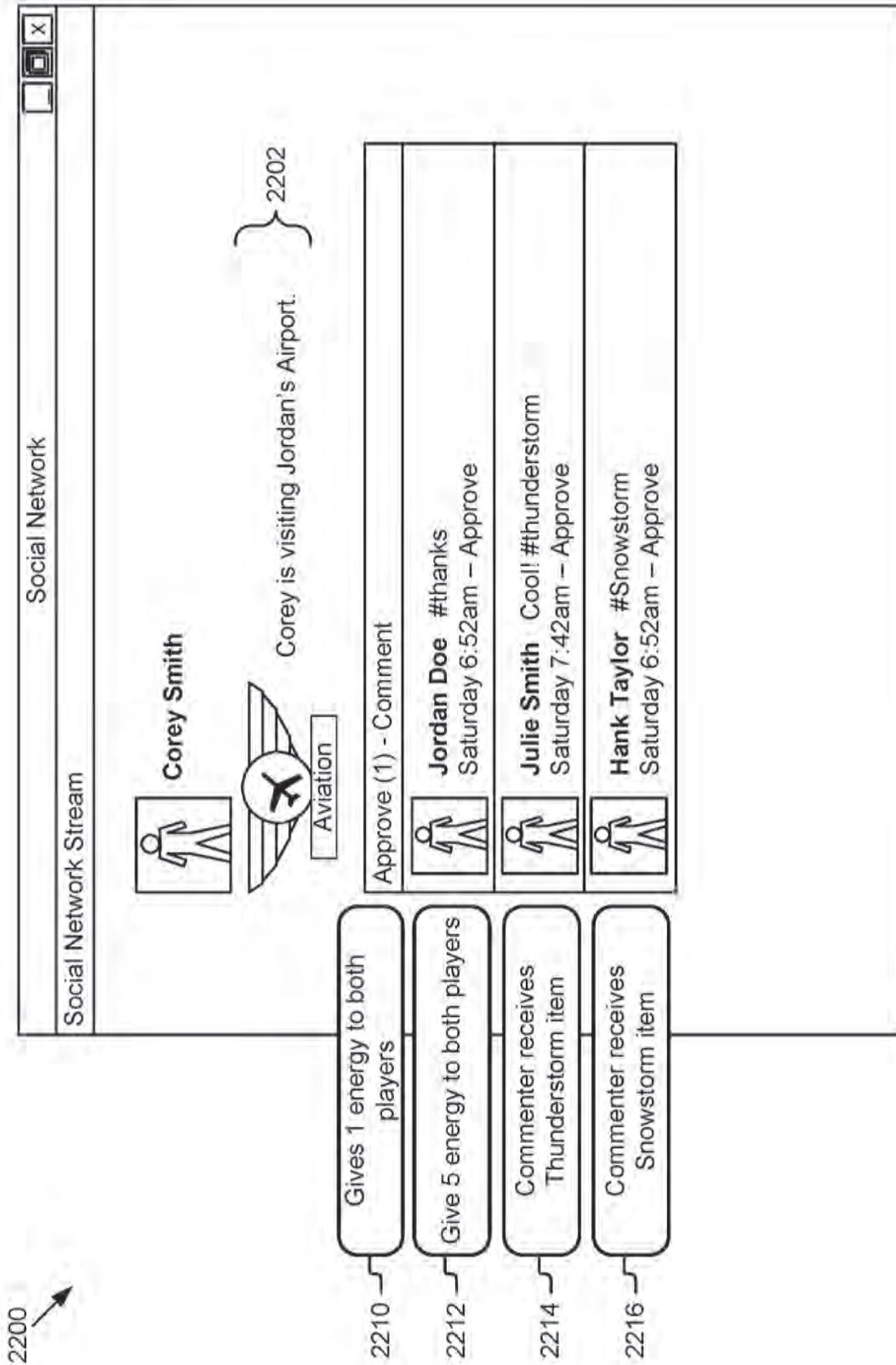


Figure 22A

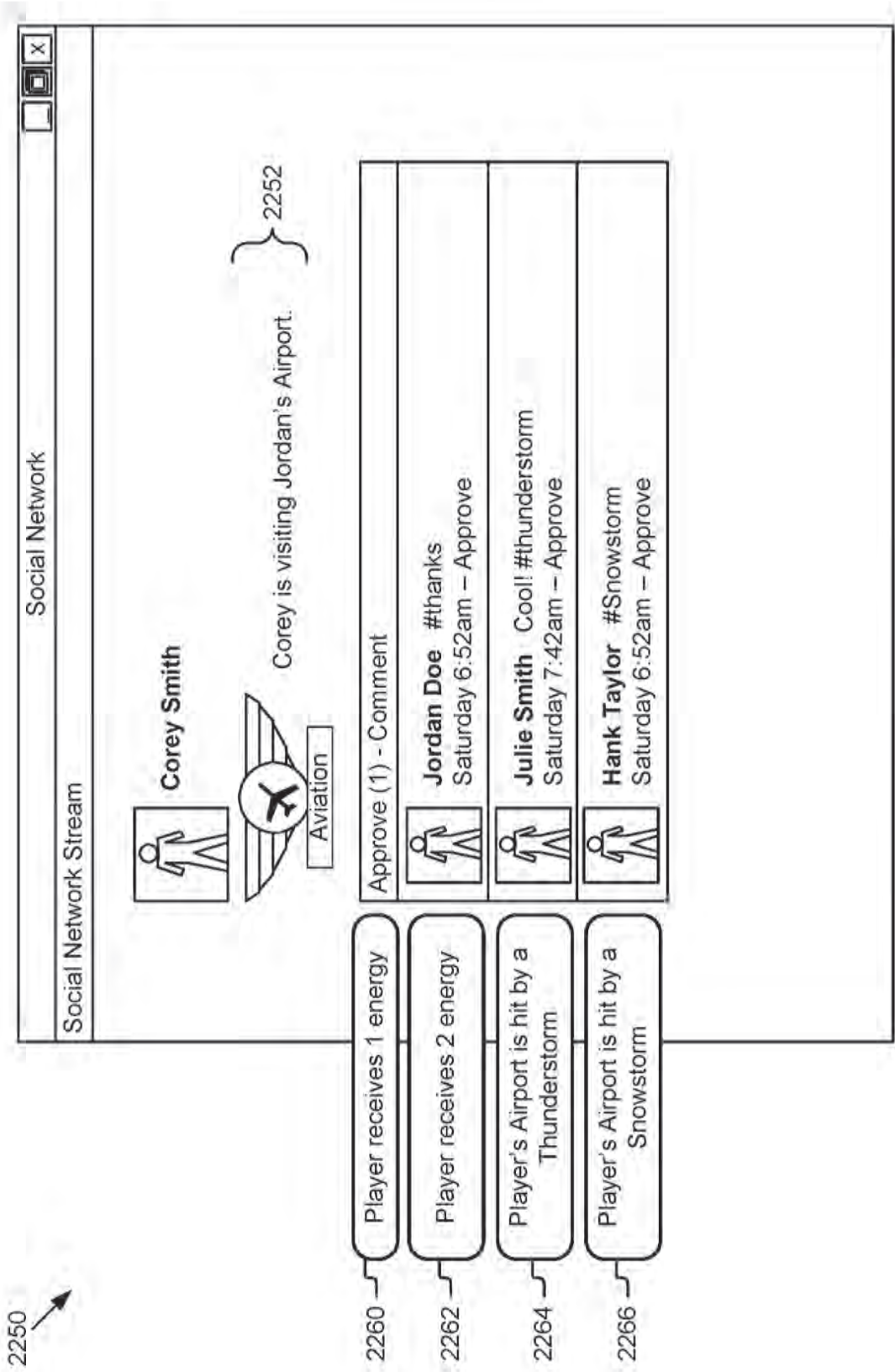


Figure 22B

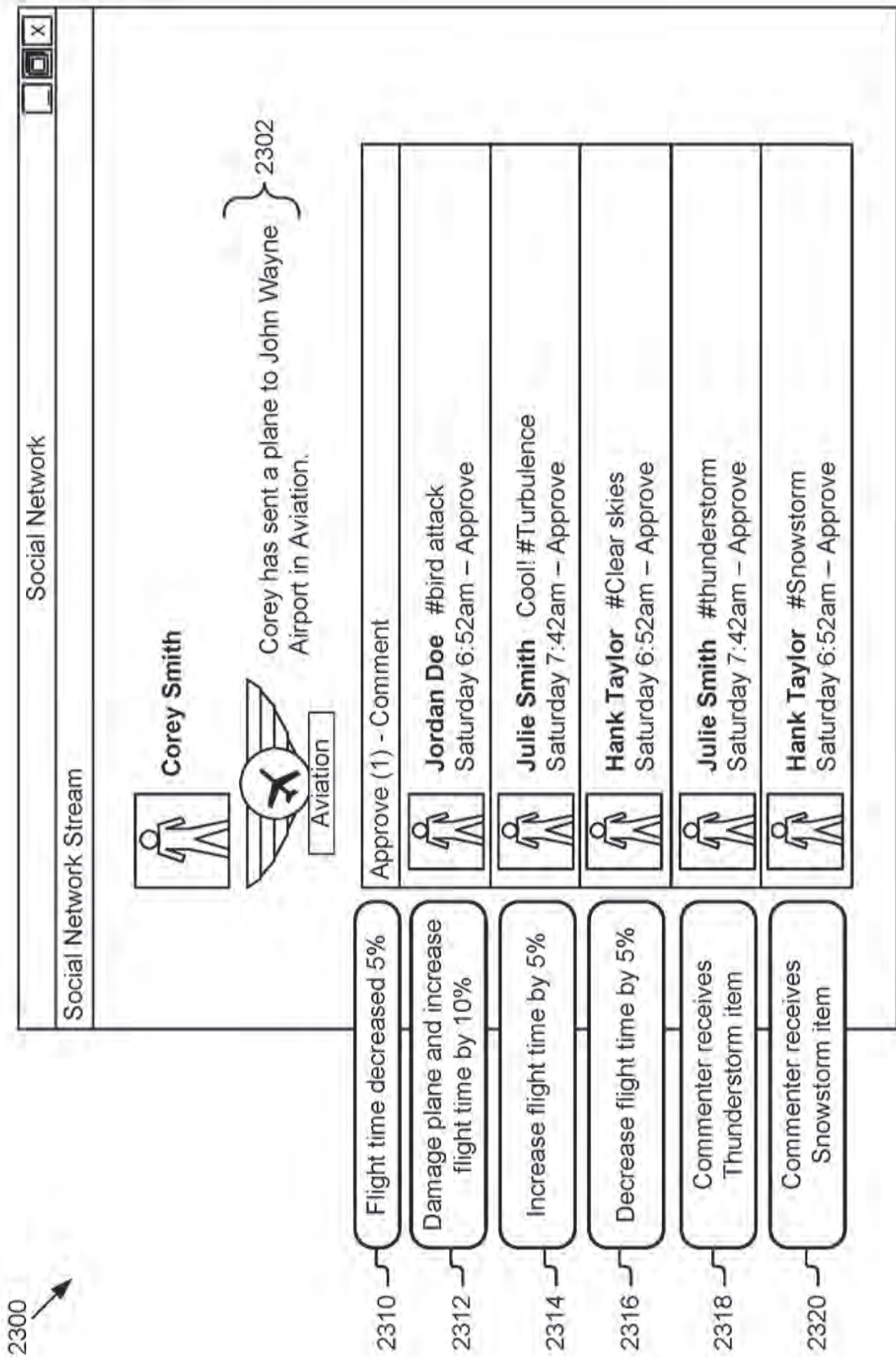


Figure 23A

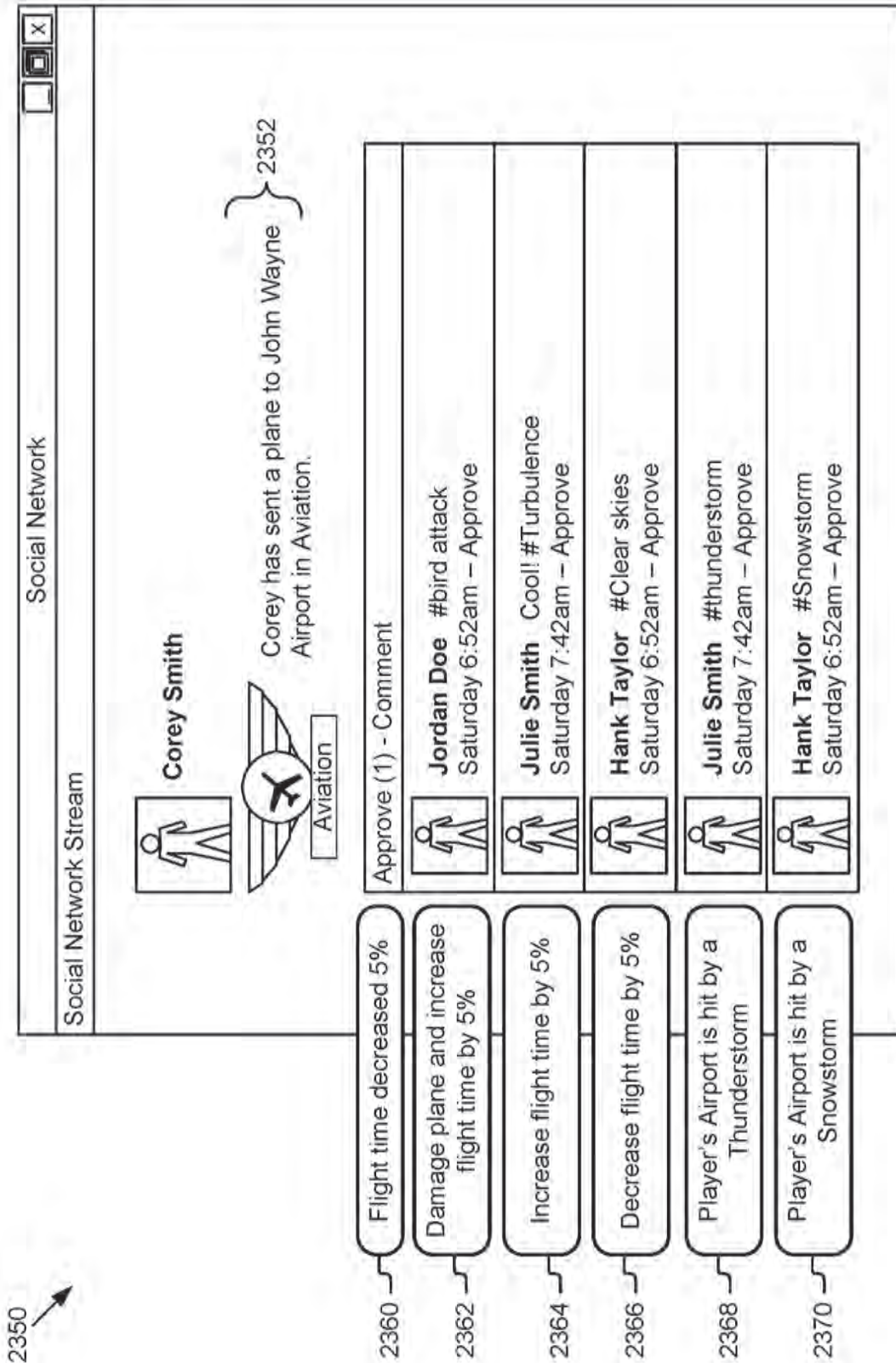


Figure 23B

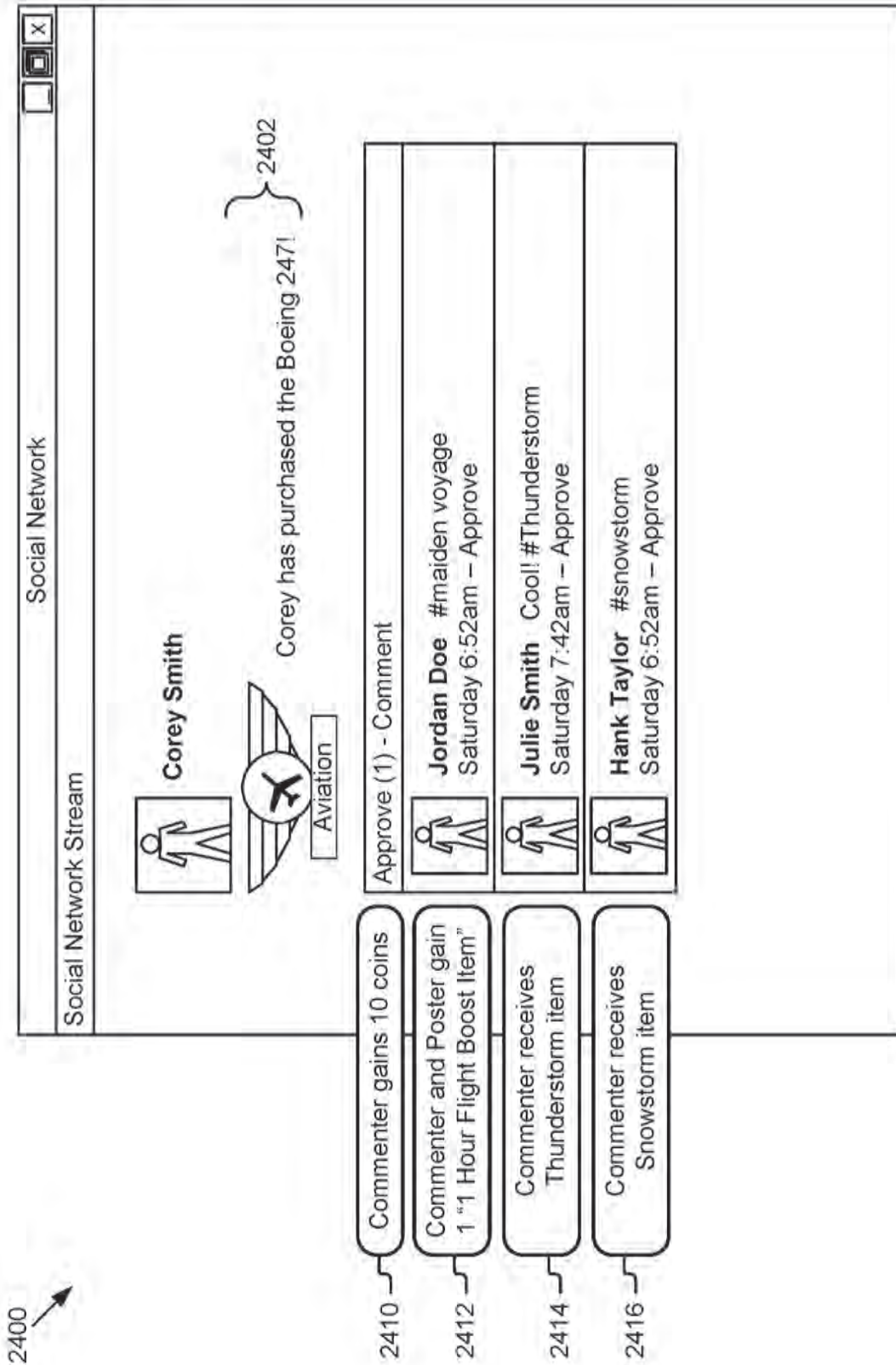
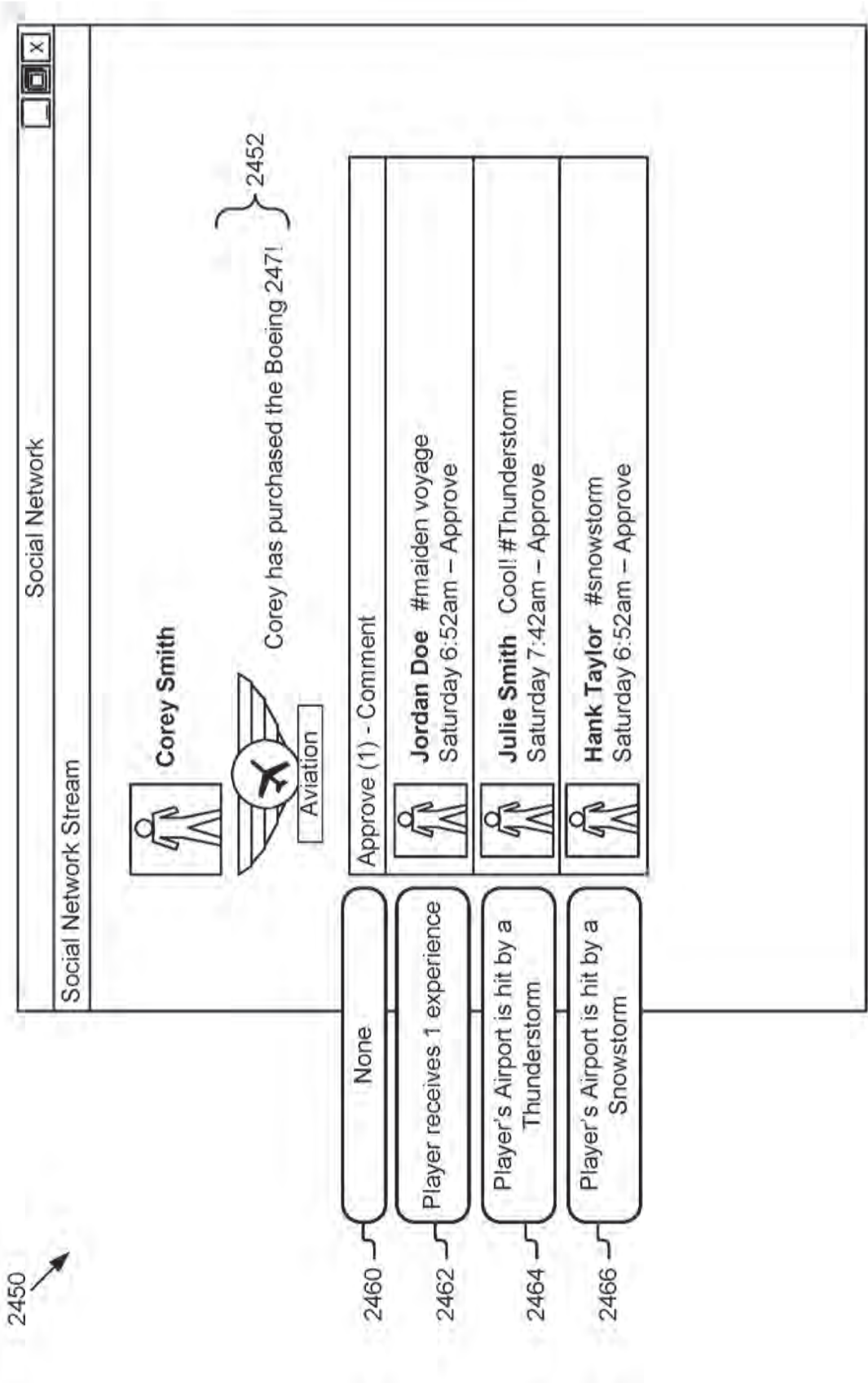


Figure 24A



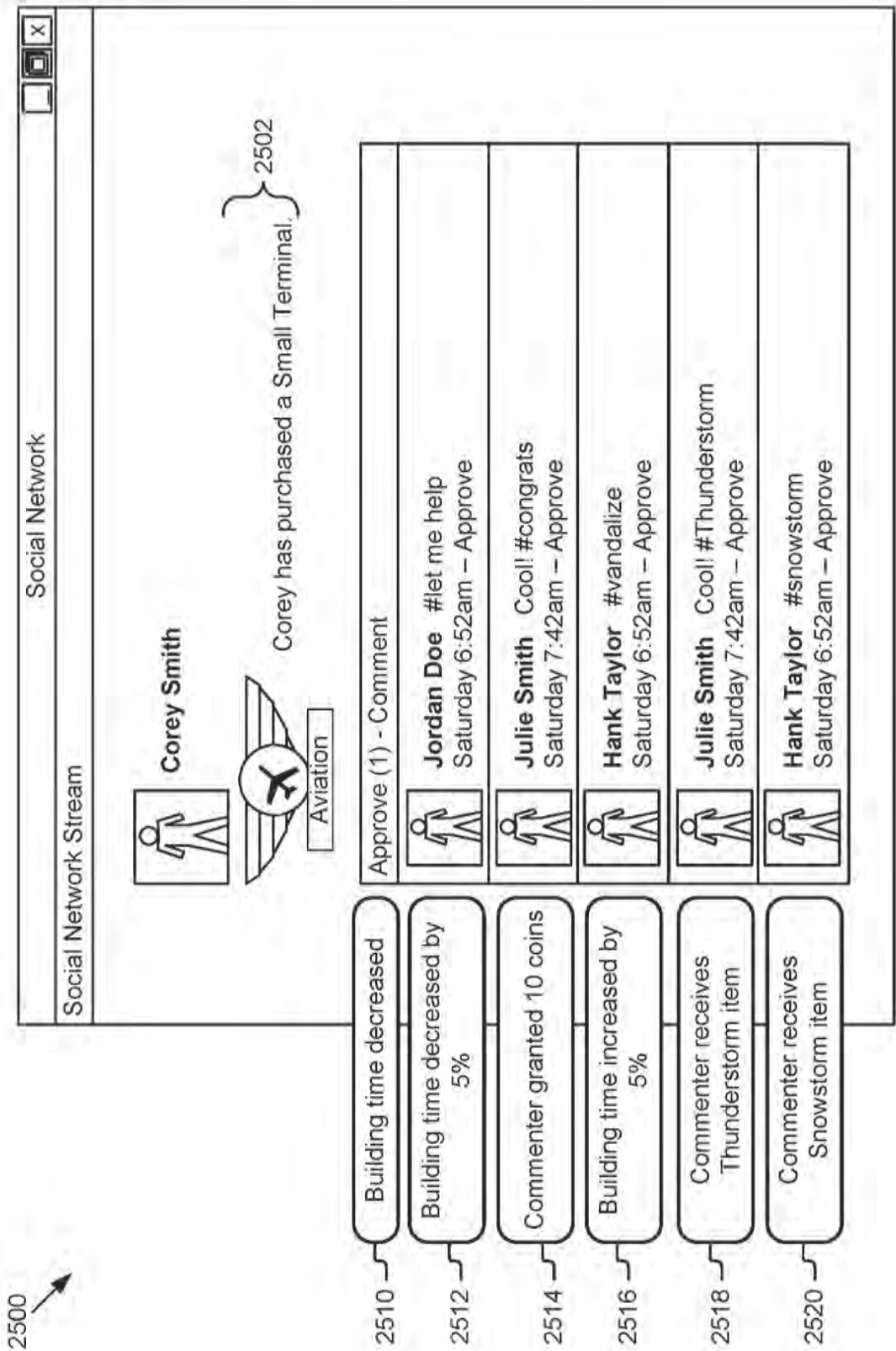


Figure 25A

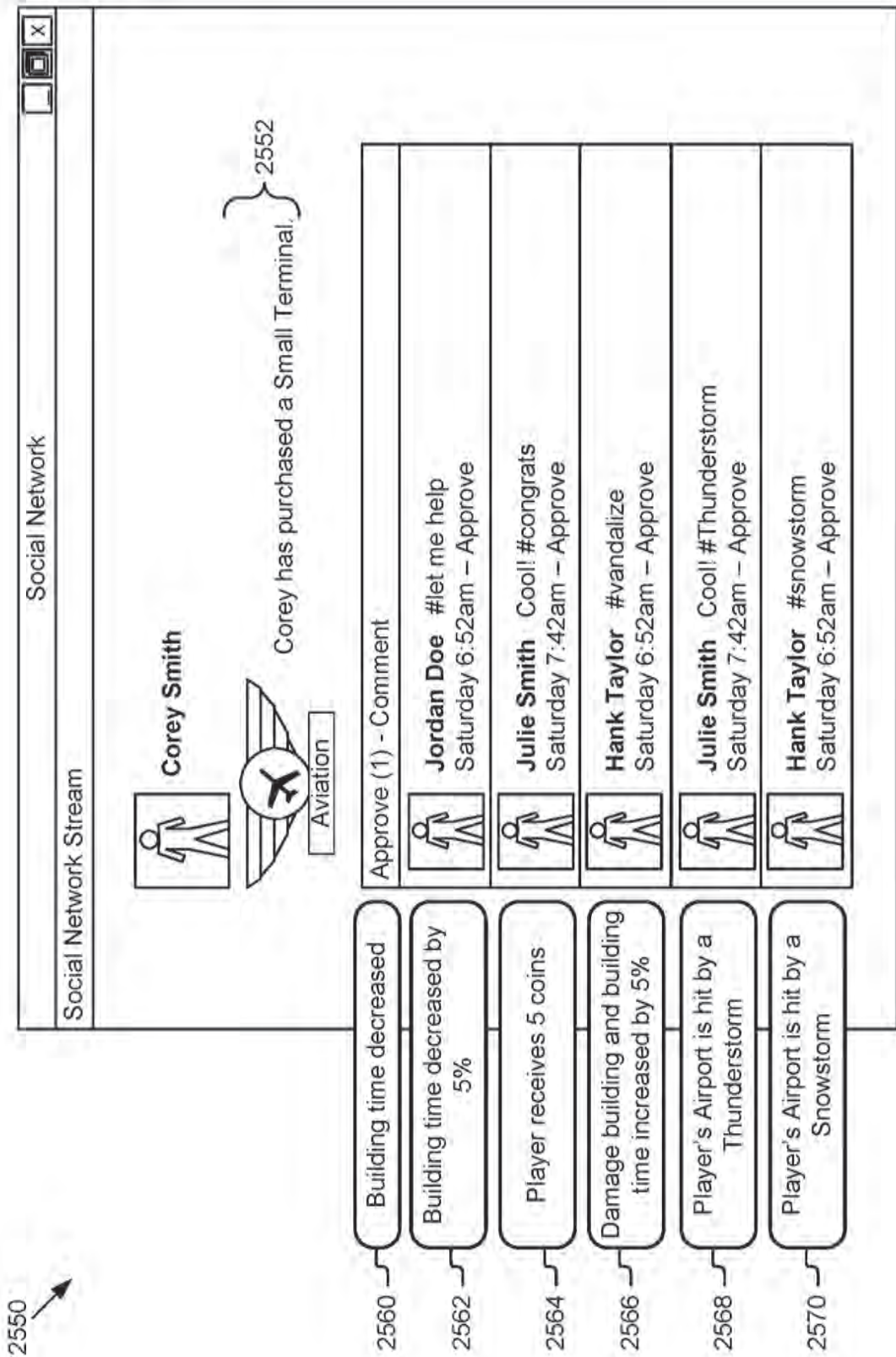


Figure 25B

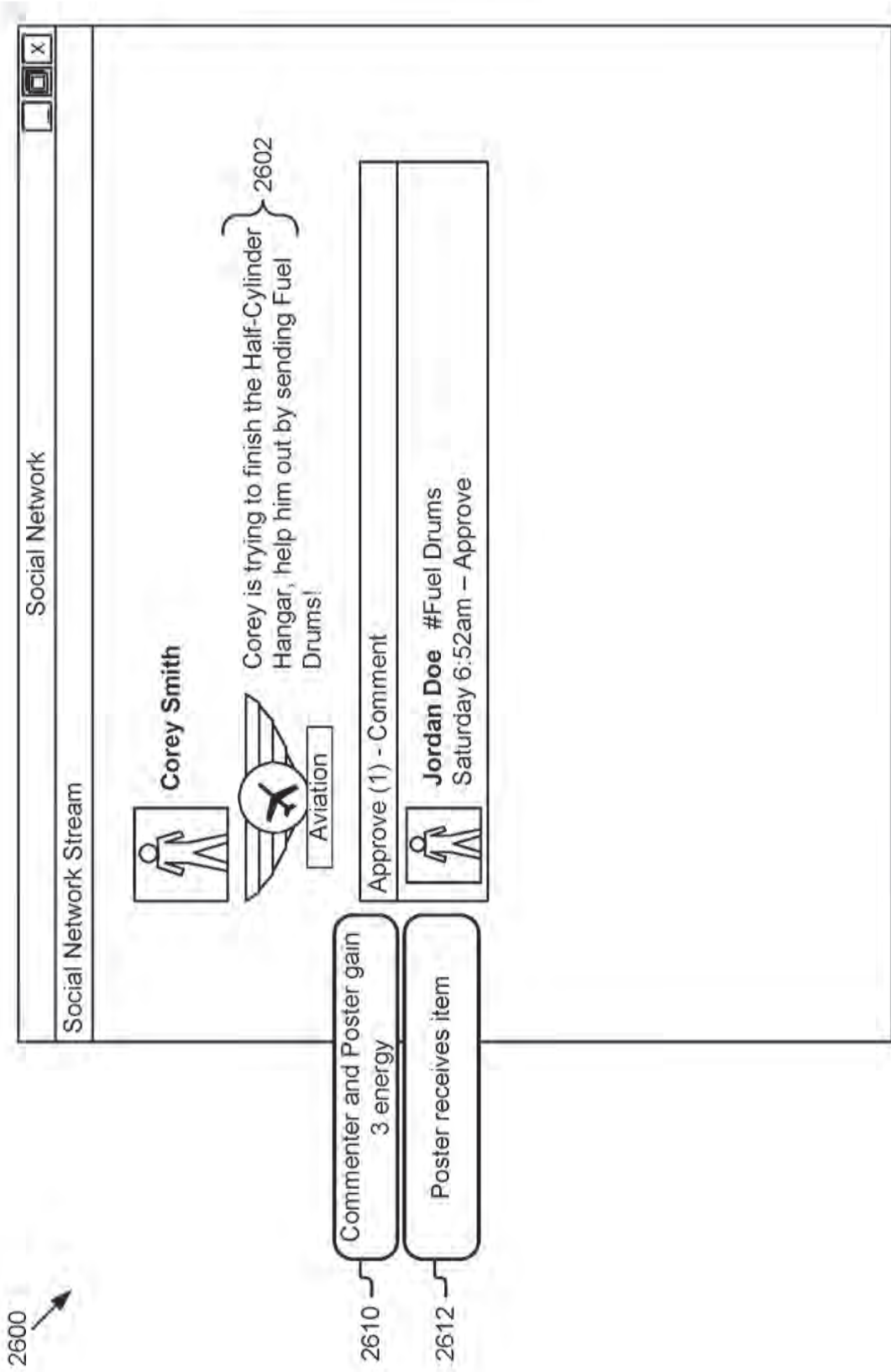


Figure 26A

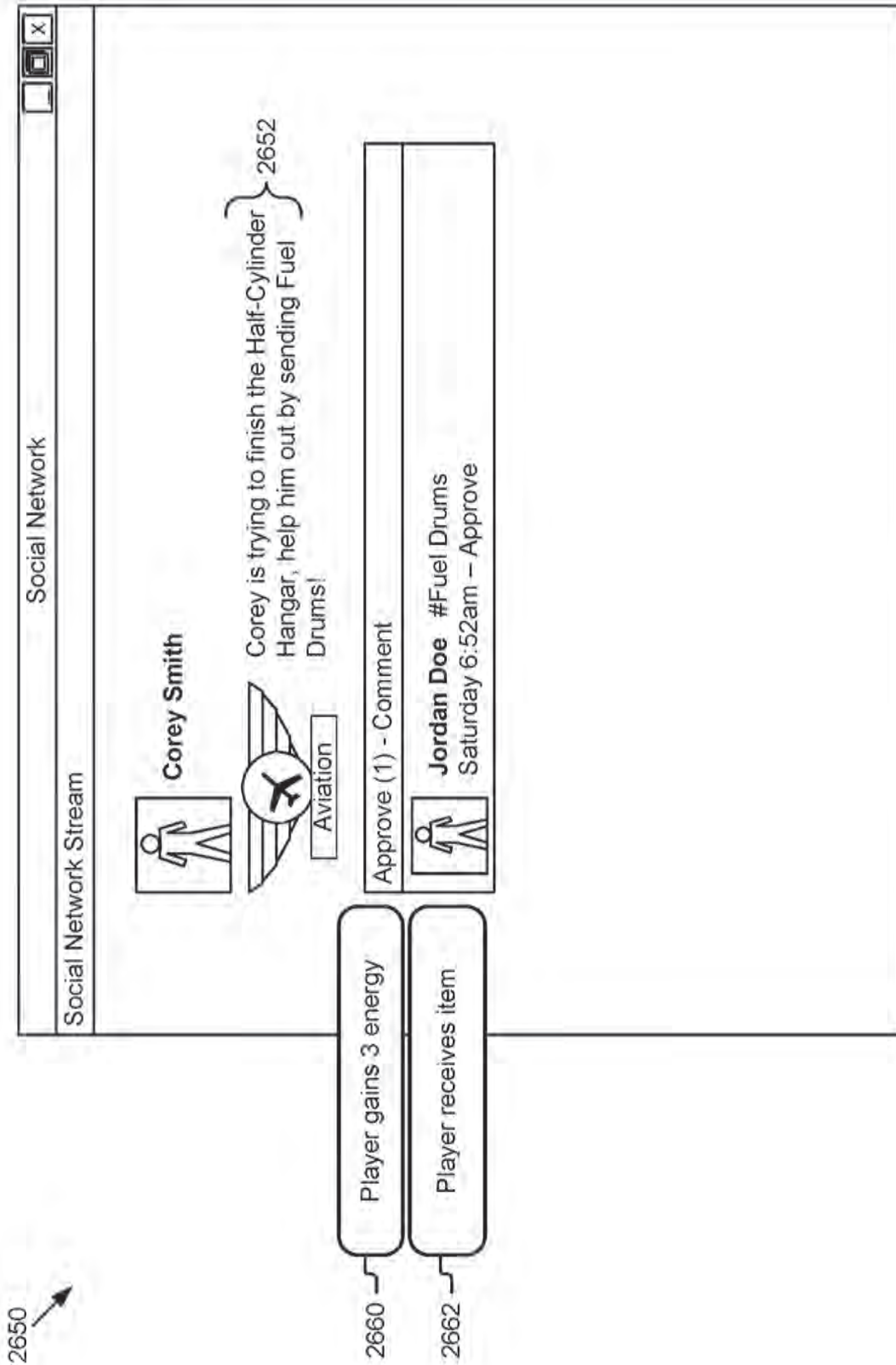


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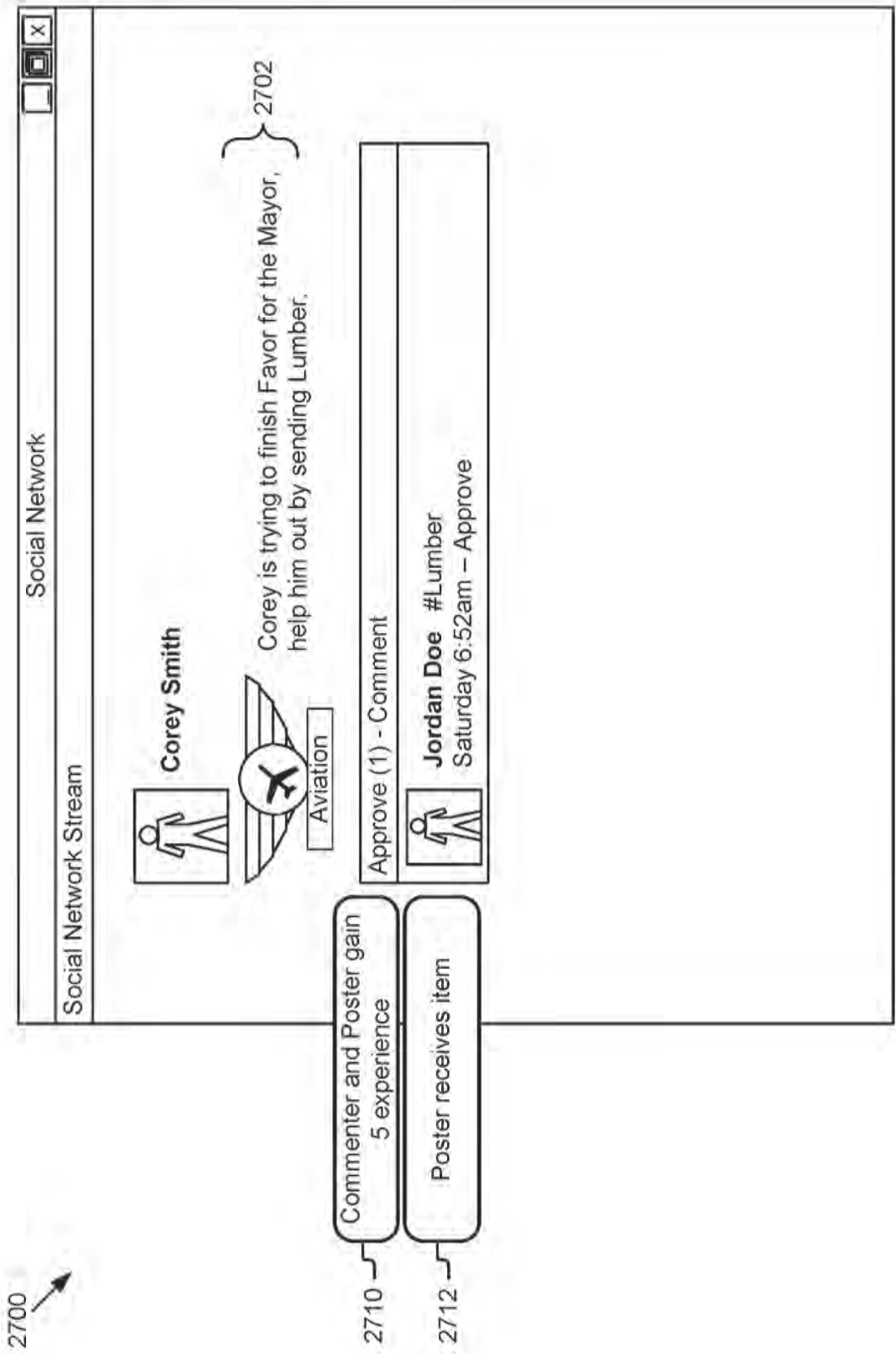


Figure 27A

2750 ↗

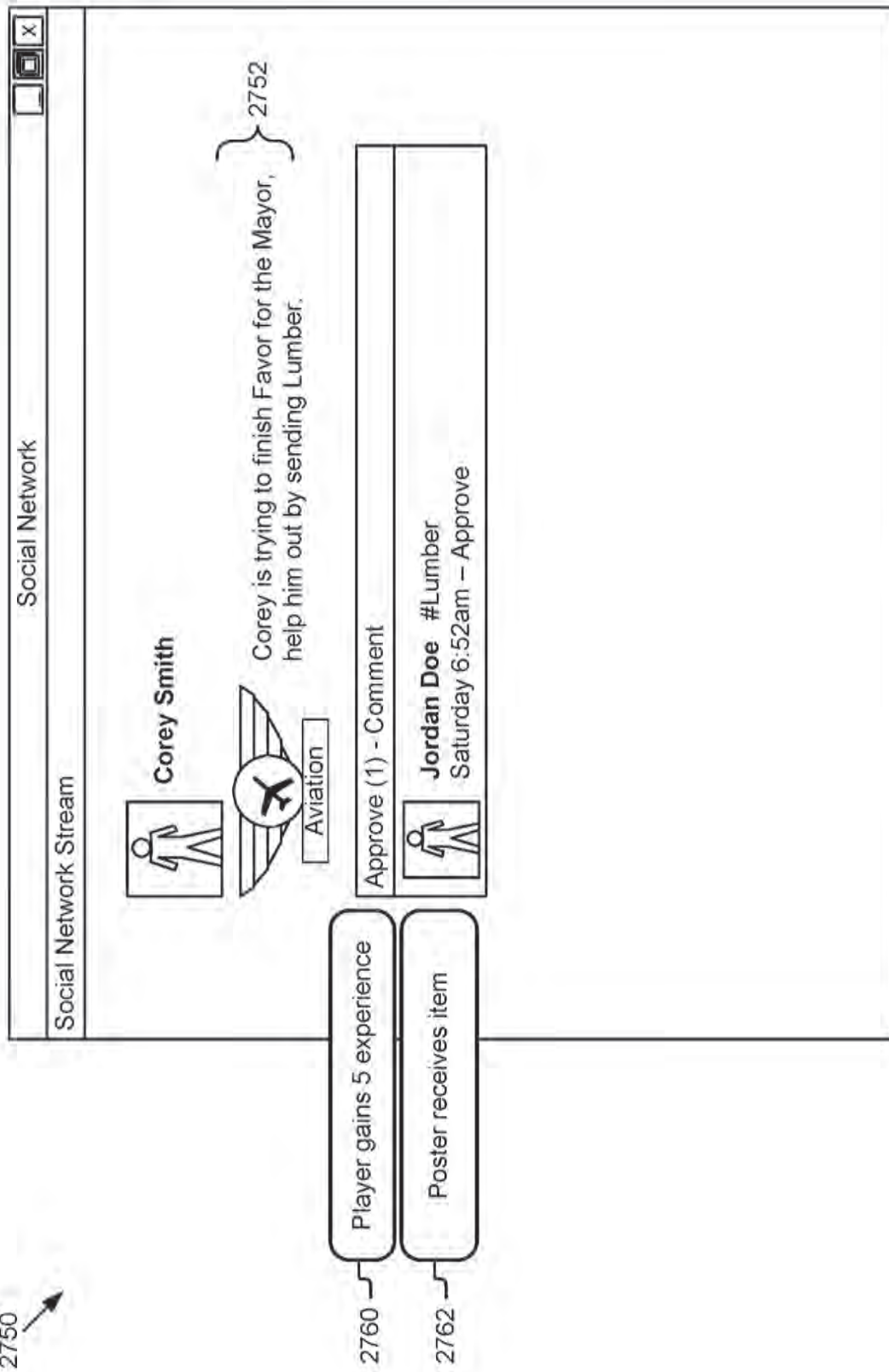


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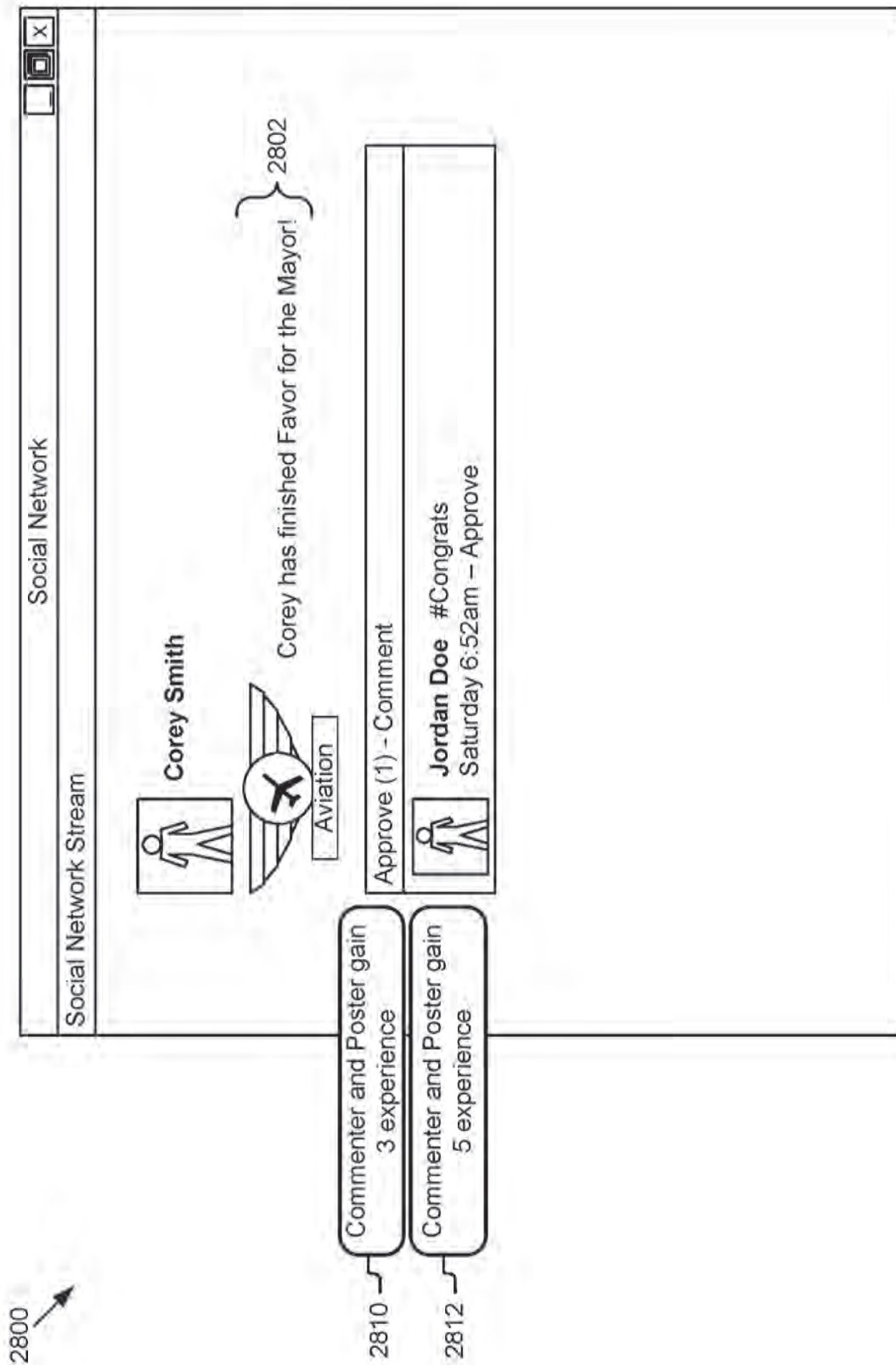


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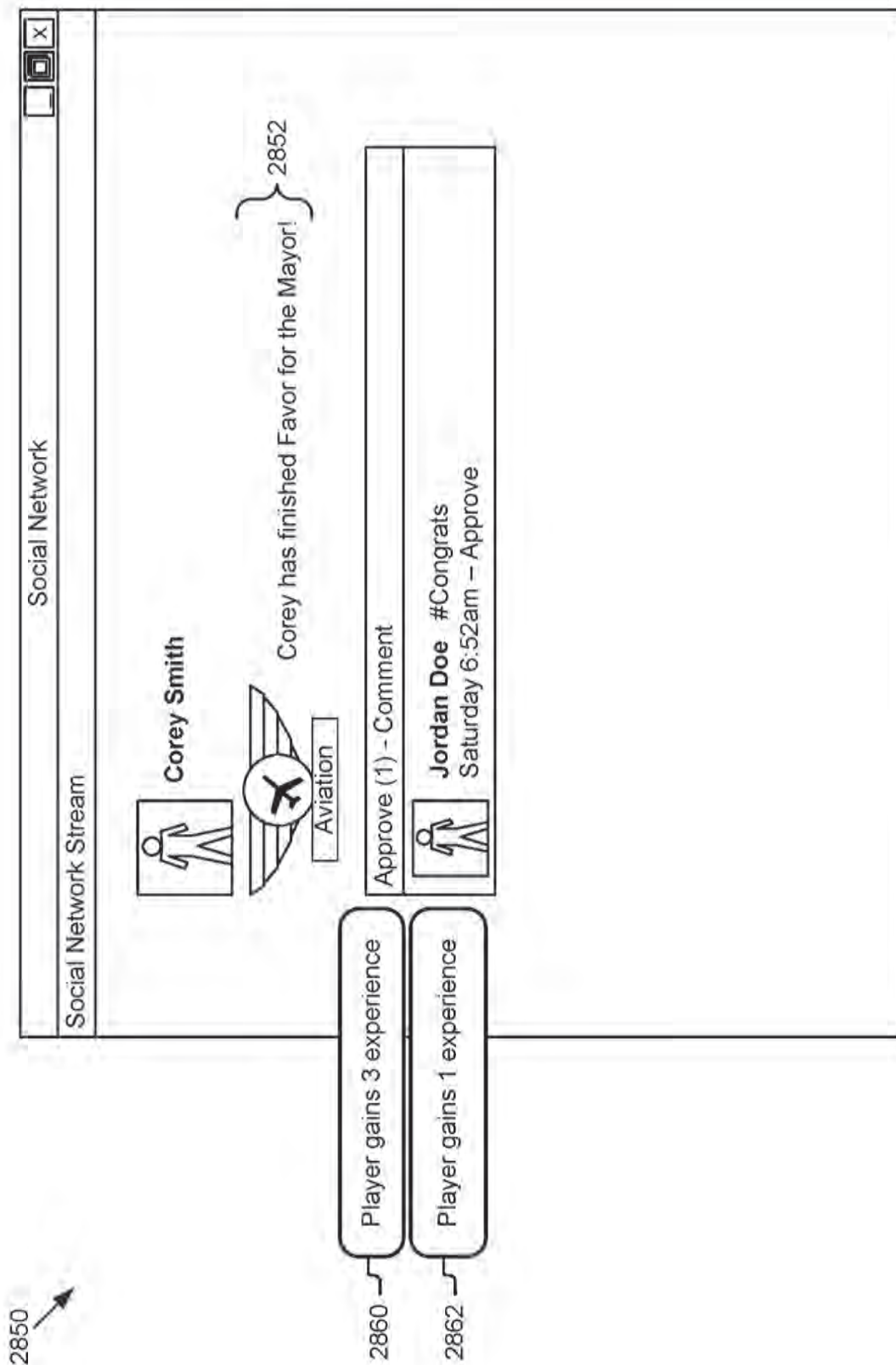


Figure 28B

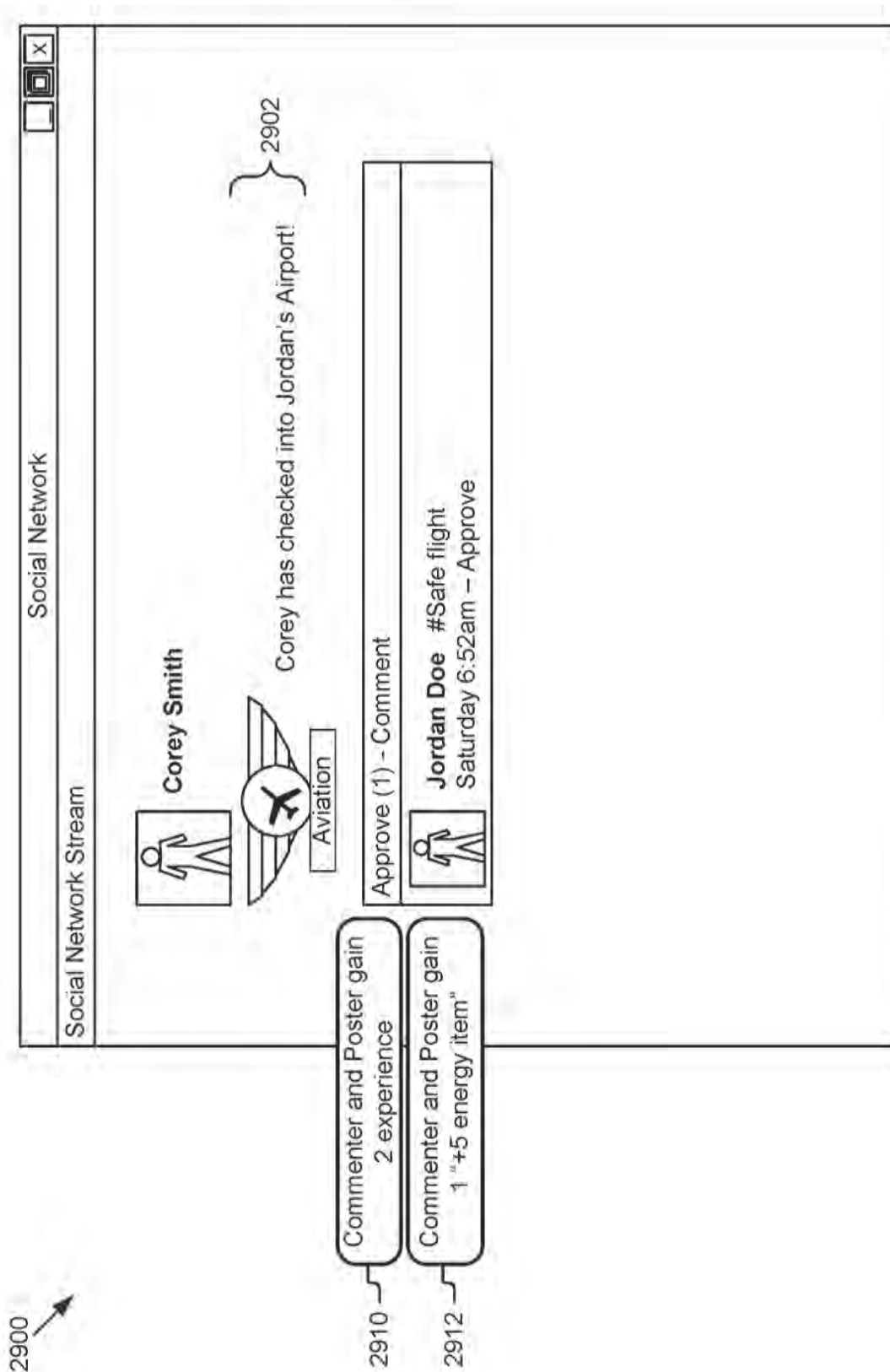


Figure 29A

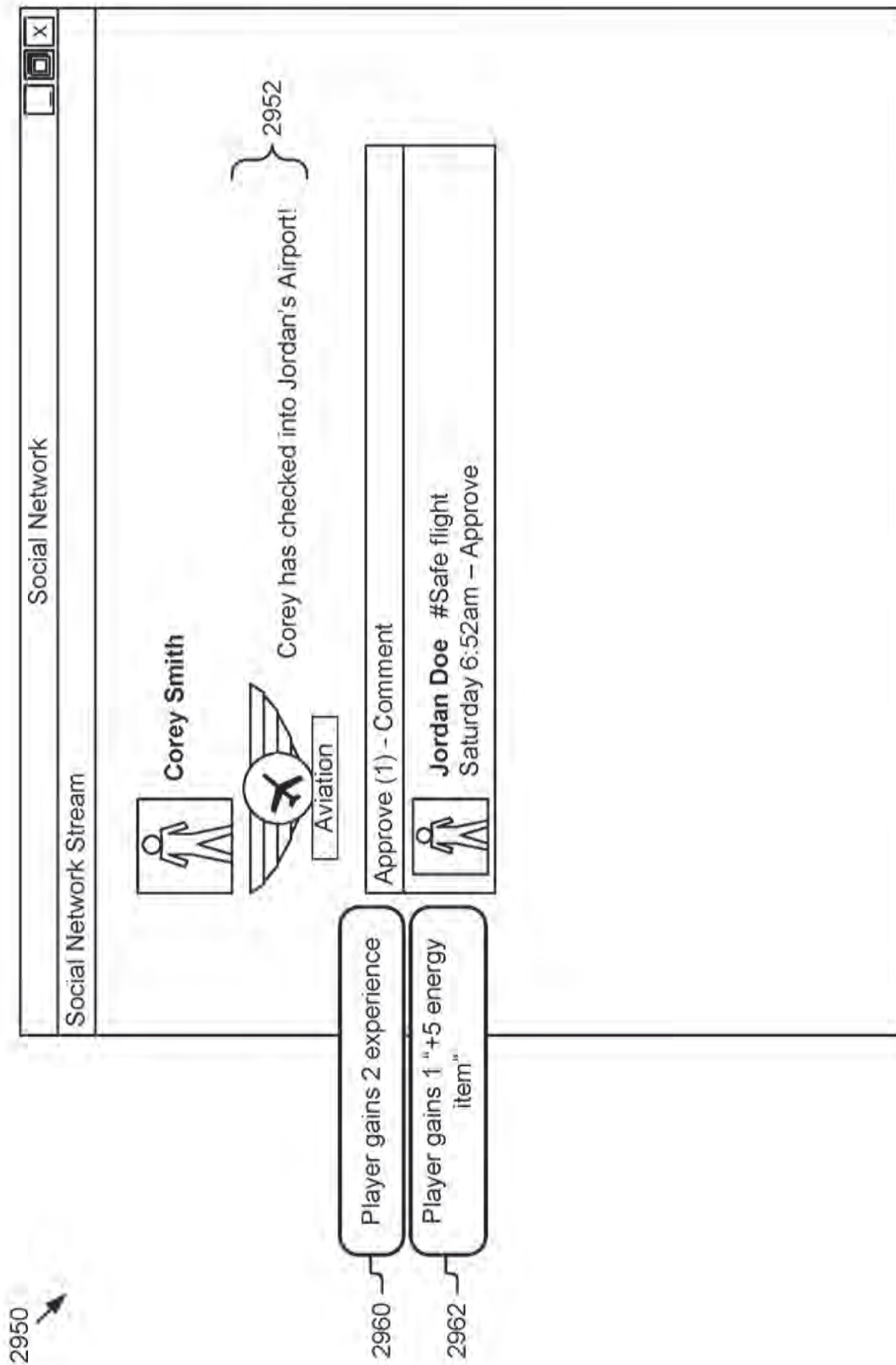


Figure 29B

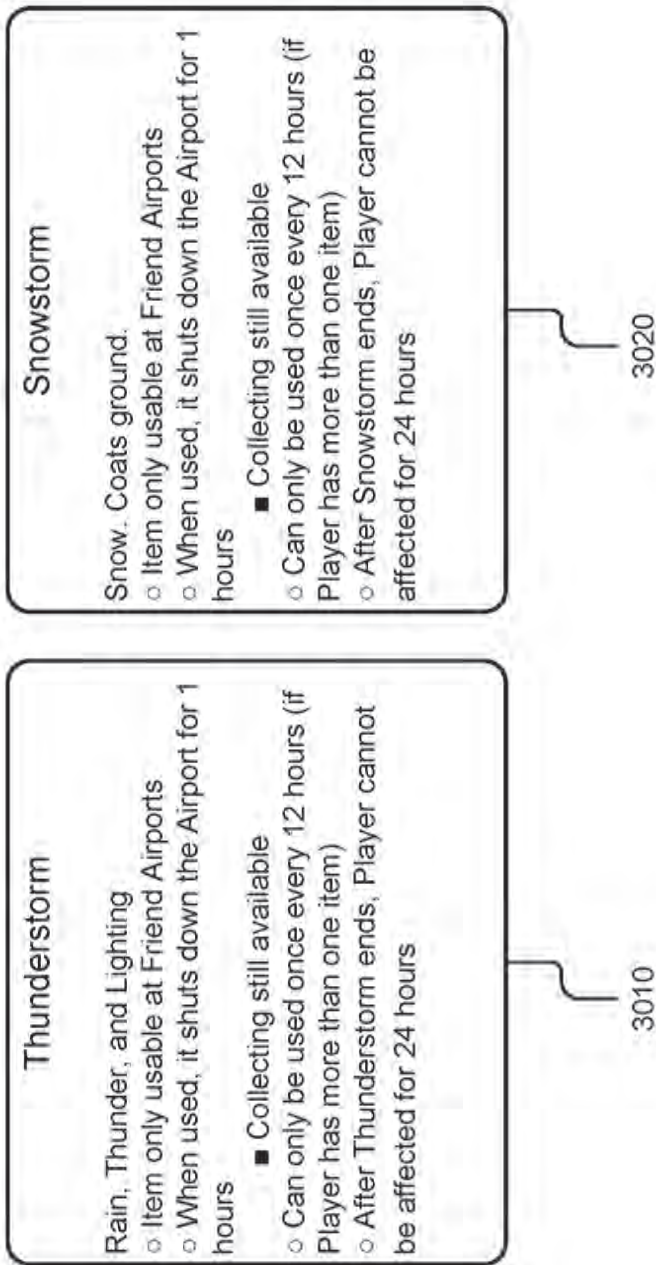


Figure 30

3100



Air Force One

- Shuts down Player's Airport for 8 hours
- Player can click on Air Force One to be shown a link to "Nomination"
 - If they play a level of Nomination, Air Force One time at Airport will decrease (The more levels they complete, the less time they will have to wait for Air Force One to leave)
- After Air Force One is sent off, Player cannot be sent the plane back for 24 hours

3110

Figure 31

3200

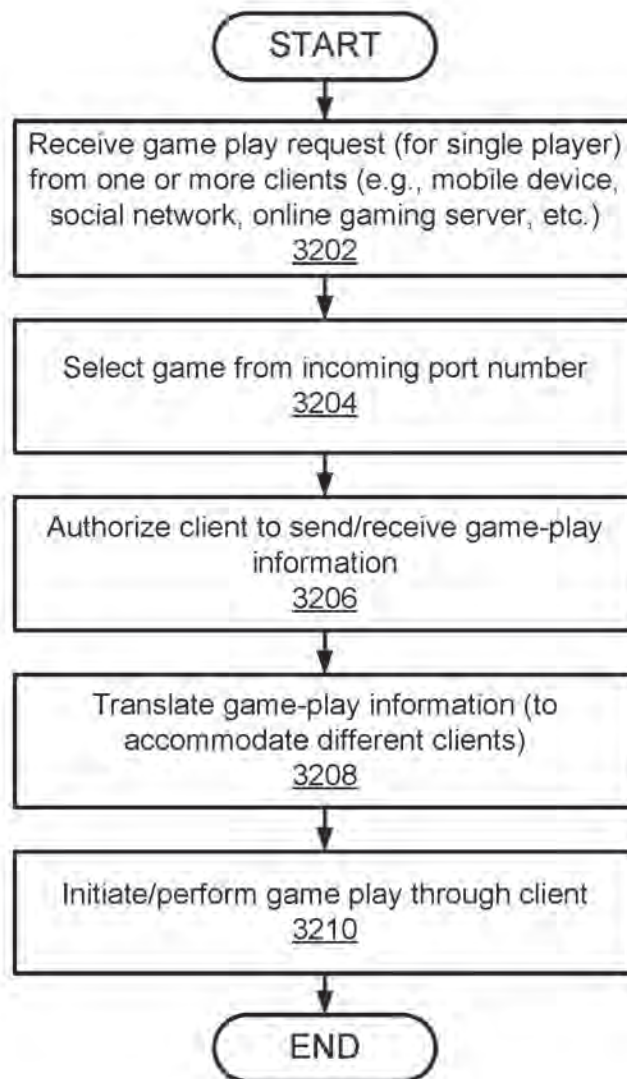


Figure 32

3300

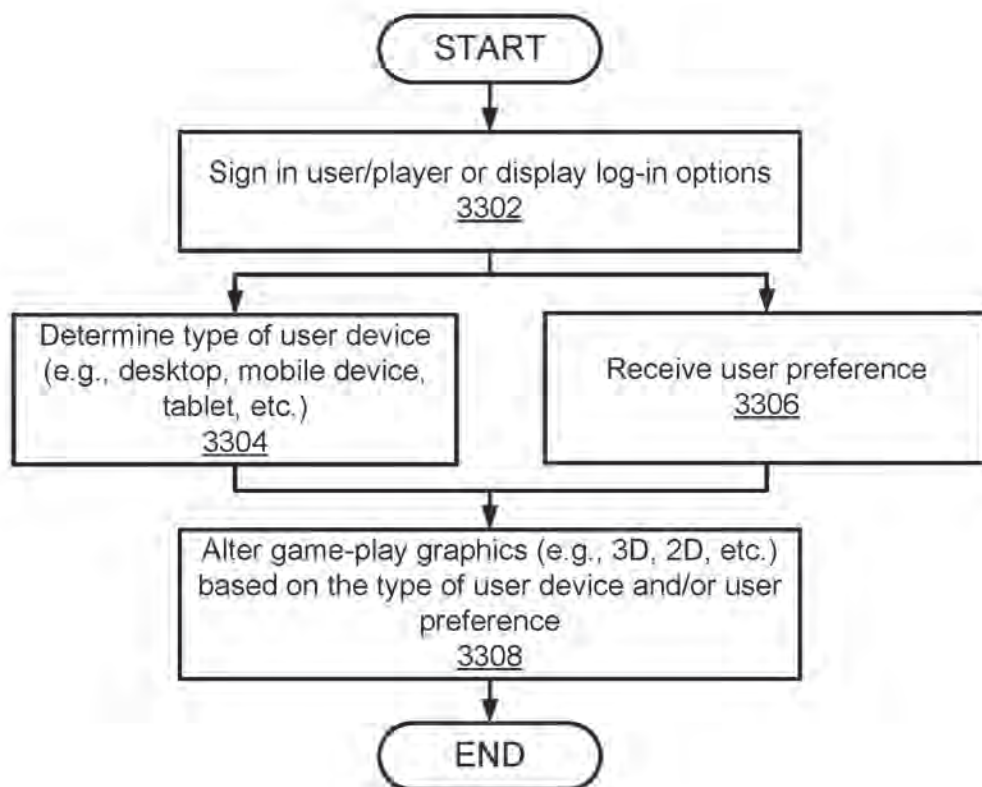


Figure 33

3400

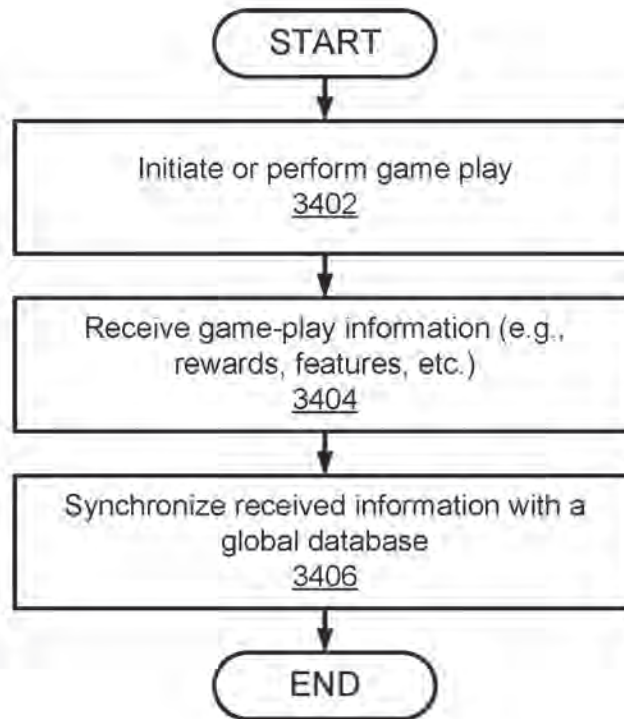


Figure 34

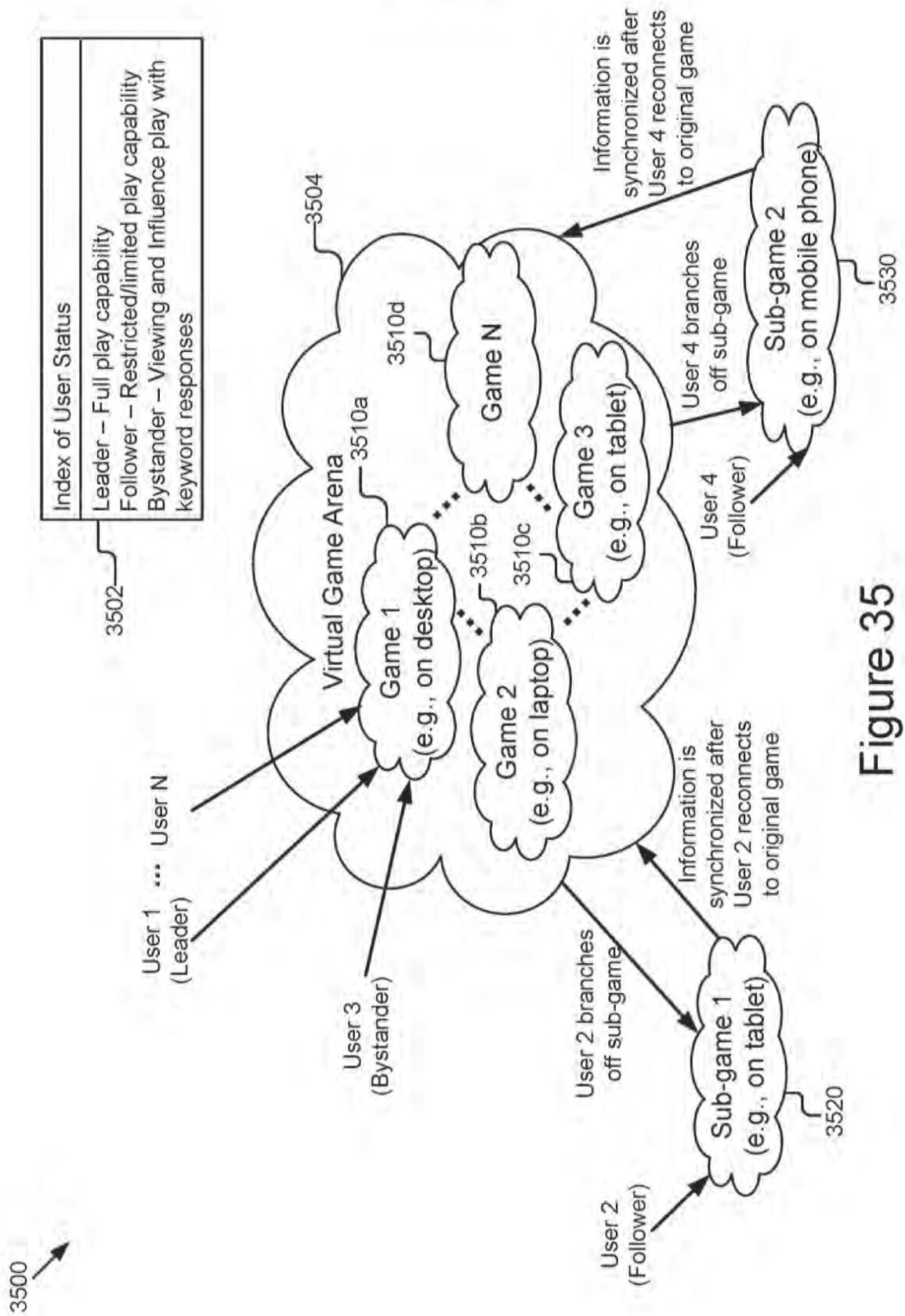


Figure 35

3600 ↗

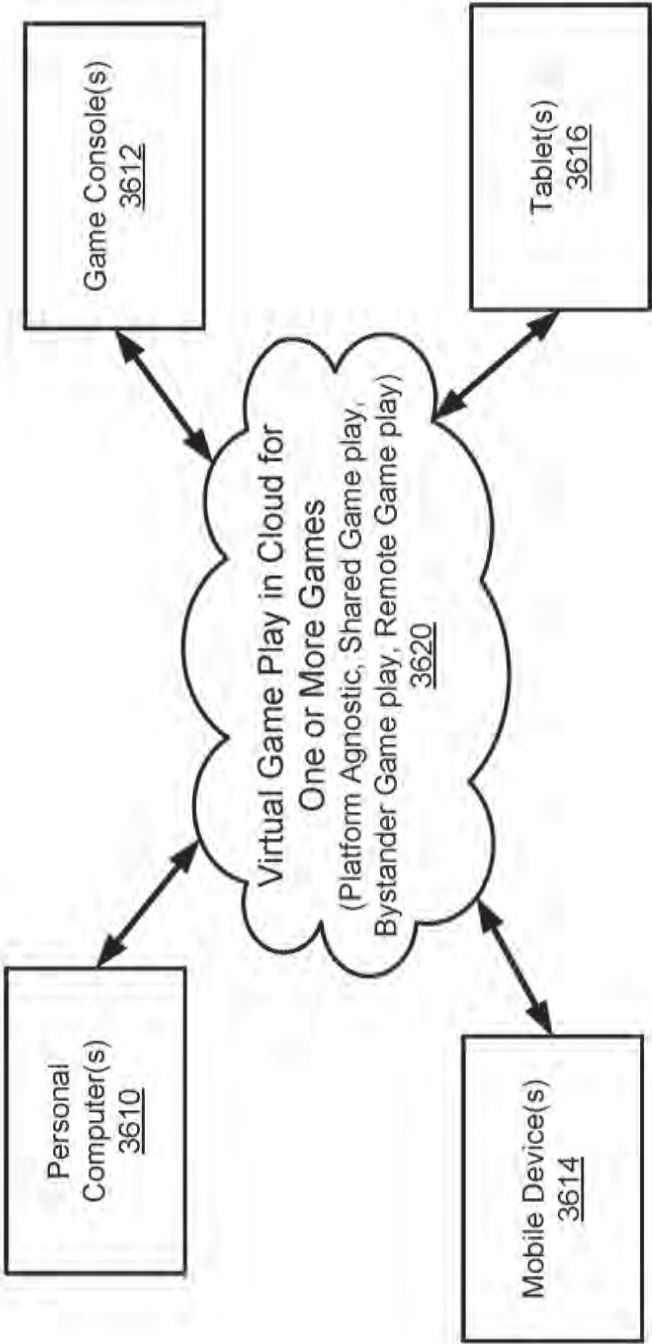


Figure 36

3700 ↗

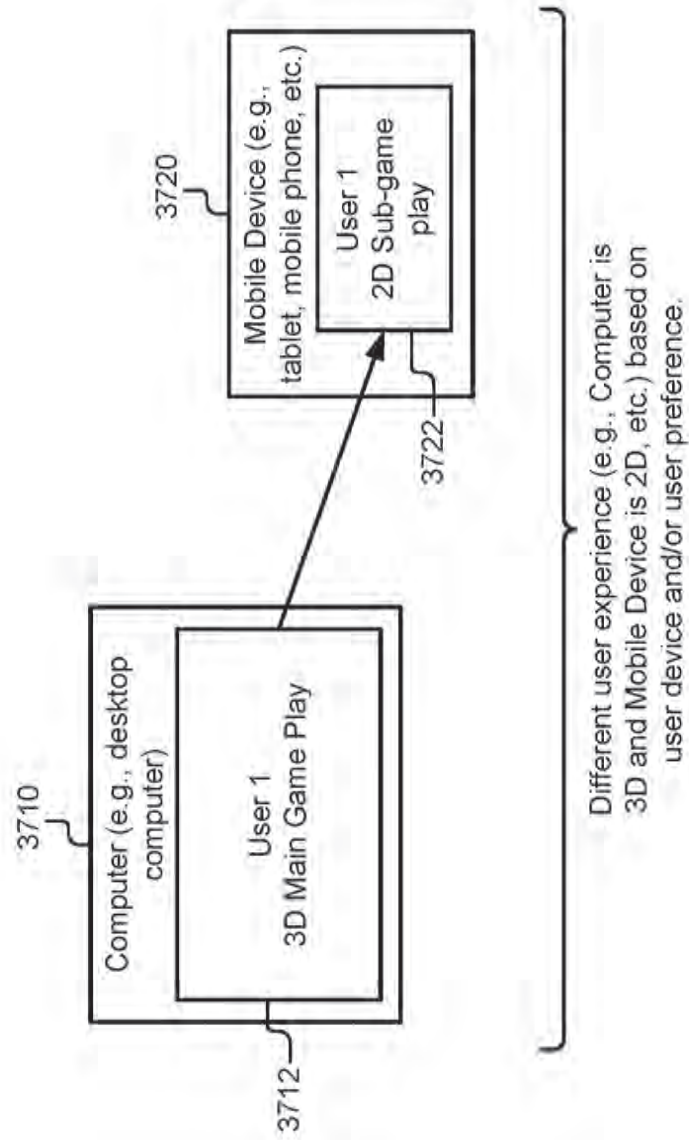


Figure 37

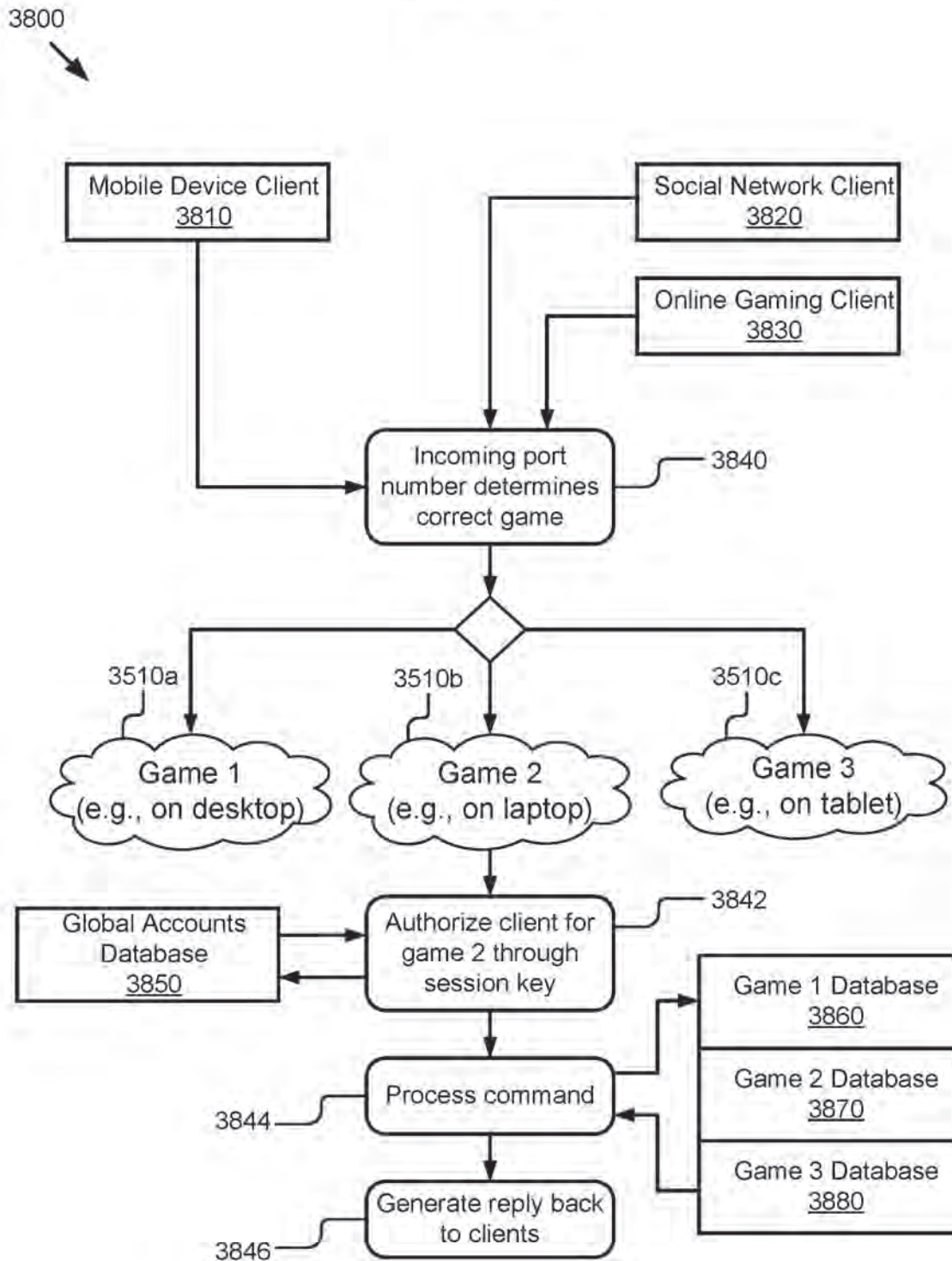


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3900

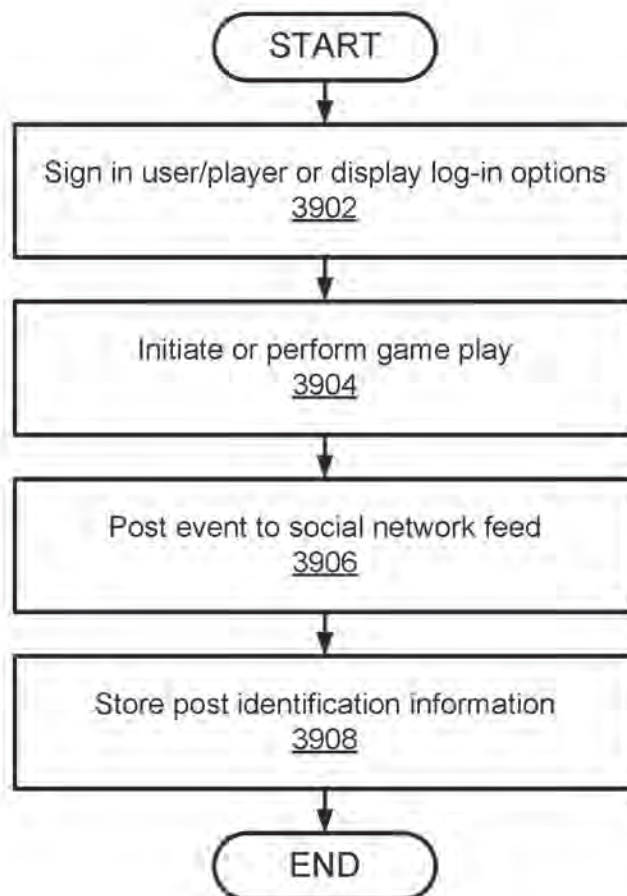


Figure 39

4000

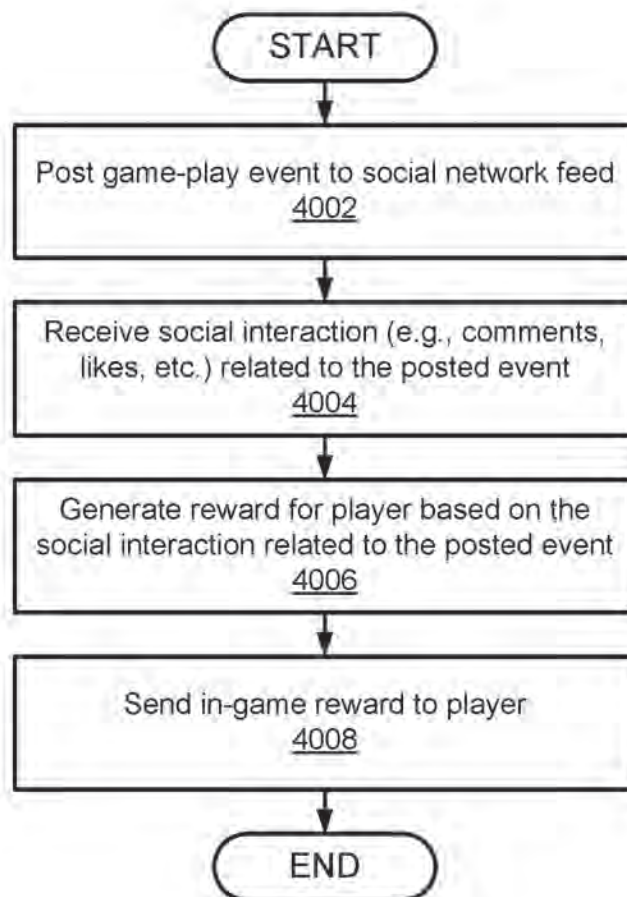


Figure 40

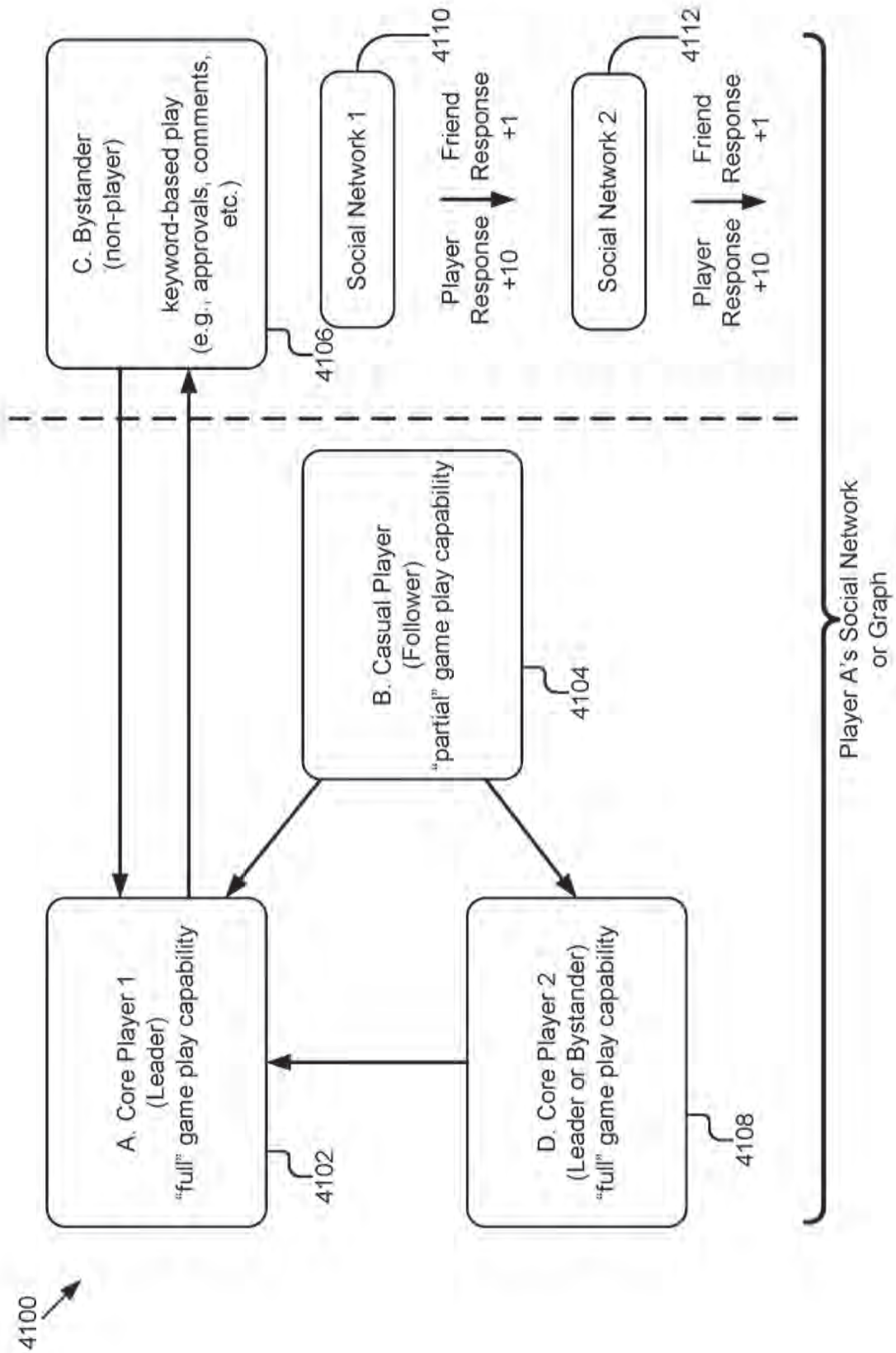


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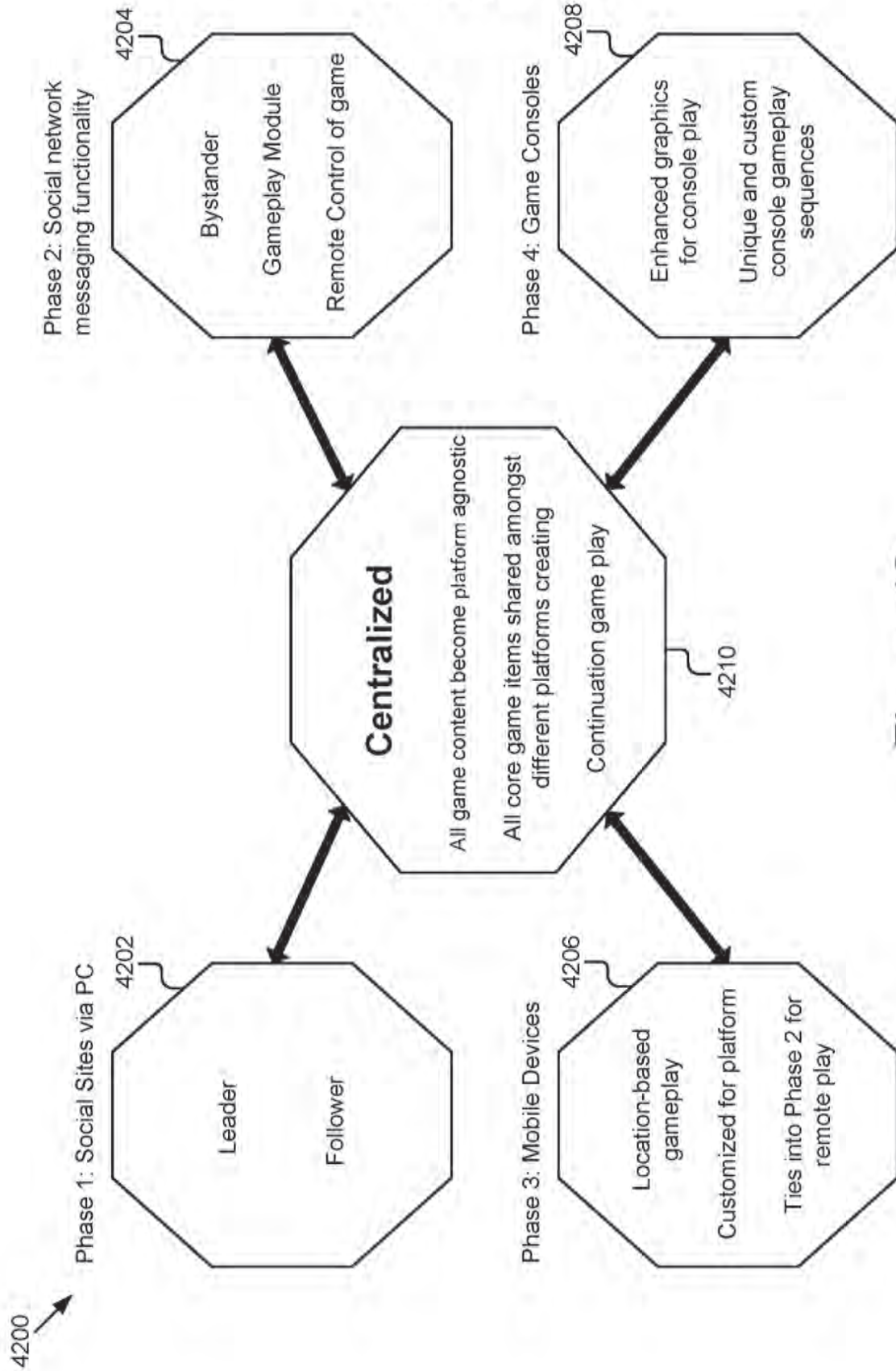


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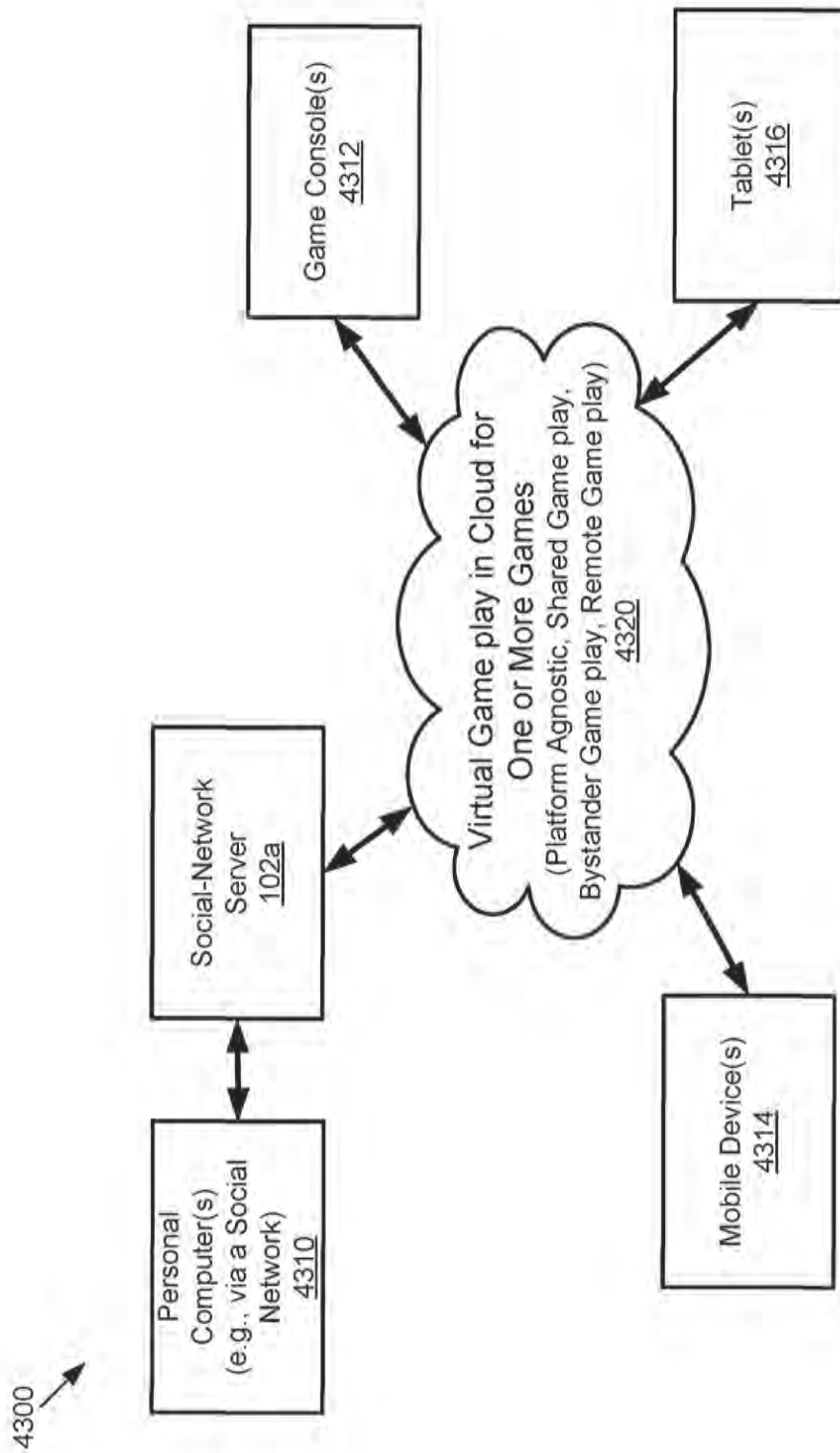


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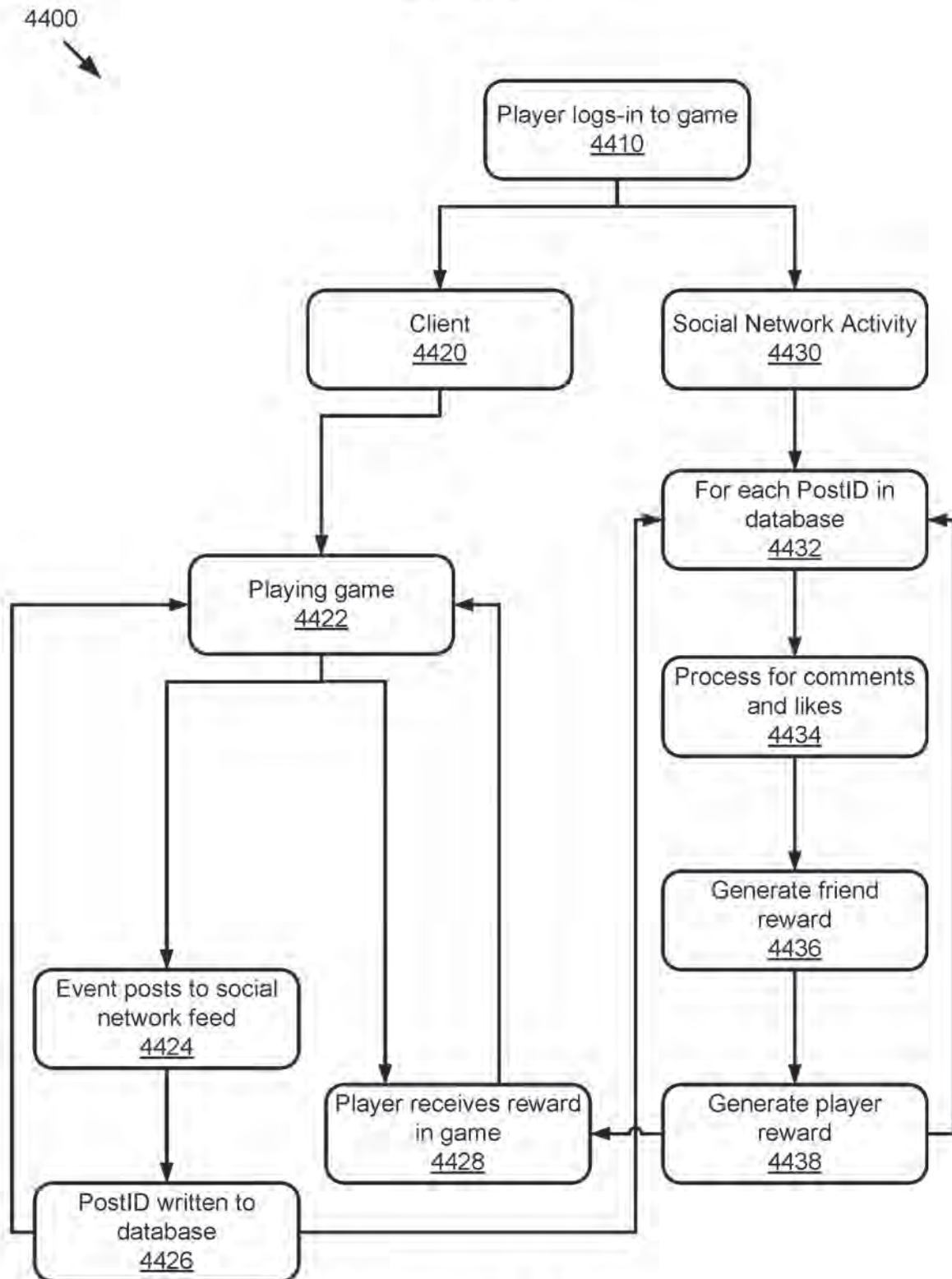


Figure 44