DIGITAL SHIFT

CASE STUDY

MULTIPLAYER FRAMEWORK R&D / 2018-2019

Character Interaction

Making a multiplayer conversion safer to diagnose and change



Illustrative cover artwork from the published case study

WORKFLOW

Version safely → Reproduce → Isolate causes → Test on network → Verify progress

The challenge

A tightly coupled Unreal Engine framework designed for one player had to support multiplayer. Interaction, camera, weapon and character logic could behave differently on a remote client, making bugs difficult to reproduce and diagnose.

Discovery

Digital SHIFT founder Marc Thornton improved source control, working baselines and structured testing. He helped trace where actual behaviour diverged from expectations. Raed Abbas and other contributors handled specialist networking and implementation.

What changed

The conversion reached a public completion milestone in February 2019. The collaboration also led to MESH Interactive and a proposal for a cleaner, reusable approach to multiplayer integration.



Marc Thornton
Digital, Product & Technology Director
Website · LinkedIn · WhatsApp

Read the online case study

marc@digitalshift.co.uk

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