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Before iOS 10, Game Center was Apple's game-themed social network that connected through its iCloud account: It was built around a standalone app that allows you to add friends, challenge your records, and invite them to play games. It may never be a great social network - but it was there. When Apple axed the app as part of its 2016 software upate, the company turned the Game Center into a voluntary integration service for third-party games. Unfortunately, in doing so, Apple paralyzed many game center functionality - including adding and deleting friends. What can you do with The Game Center now? The Game Center in its current state is nothing more than a tool that developers can choose (or not) add to their games. If the developer decides to use Game Center, you may have the following available for you: Rankings Challenges Achievements Screen Recording Note that I said could: Developers don't have to support every aspect of the Game Center, and many do not, choosing to roll out their custom solution by playing with friends. This means that if you want to see your achievements or leaderboards for a specific title, you can only do so if it is supported correctly. The same goes for finding a friend to win your high score: If the app doesn't support the Game Center leaderboard system, you won't be able to do it. Worse, there is no standard net way to check the overall leaderboards of different games or your various challenges - or even check and see if the game applies all of the Game Center's current options. It's all a piece-meal in-app. For example, to send a call to an existing friend, many games have no official implementation: Instead of you have to tap your name on the leaderboards, you challenge them; when you do this, it is shared in iMessage. Friends frozen during new iOS users may not even know the Game Center exists - and thus may never use their leaderboards or other options. However, for users who used to have friends in the Game Center app, this is worse. First, you no longer see who your friends are, what games they play, or their records; if you don't happen to download a supported game that they also own. More frustratingly, there doesn't seem to be an easy way - and perhaps no way at all - to add new friends or erase old ones. As for iOS 10, the only friends management option for Game Center users has the ability to remove all friends at once via the Settings app. As such, if you want to get rid of one person (say, an ex-boyfriend or girlfriend), you now have to delete your entire list of friends - without any way to restore it. It's a terrible ultimatum to put on the end user and makes for a frustrating gaming experience. Game Center was never a fantastic social network, and I understand why Apple released the app for iOS 10. It's much better inna, because the system like iCloud itself. Unfortunately, its current implementation is a deal - there's just enough old Game Center around to make it feel like something you should want to use, but there are no clear, manageable tools to do so. And existing users who are friends whom they want to ditch - or make new friends they want to communicate with - can't actually use the Game Center tools to do so. So how to add or delete friends now? You can't actually if Apple decides to restore part of the Game Center service as part of a future iOS update, or give developers more tools. Personally, I find it daunting that playing games with my friends has become so difficult. A lot of gamers want to communicate with friends because it's a hobby and passion. There are a lot of headlines I still play today because the community is so vibrant, active and positive. It's also a big part of why I like to play multiplayer games. Apple may no longer be interested in creating a top-level social network, but the fact remains: The Game Center is still built into iOS, and it's now the center of its former self. Until the company either tents the service completely or solves its problems, it will remain so - and developers will be unlikely to take the time to implement a service that no longer works properly. How to Improve Game Center? What would you do to make the Game Center better? I have some thoughts on myself: Offer your way to the Game Center section of the Settings app to review and edit your friends list, including rankings Can part settings check your personal leaderboard information and achievements of downloaded applications Like other applications that support Apple's integration services, provide a list of downloaded apps in Settings that support Game Center What do you change? Let us know in the comments. Gaming got a bit of a spotlight yesterday on the WWDC keynote, and while Apple spent as much on the show talking about mac as it did on iOS, there are many major consequences for mobile. The Game Center's biggest announcement to gamers at WWDC in 2012 was the Cross-Platform Game Center. Letting Mac owners play with iPhone and iPad owners is a big step in legitimizing mobile gaming in the eyes of traditional gamers, but Apple is hardly the first to make such a move; Microsoft has pushed the Xbox brand Windows Phone, except instead of bridging the gap on your PC, it's a console. We've seen a lot of games bubble up on the iOS desktop, but it's not long before the iPad and iPhone hardware is powerful enough to allow for easy migration of games to your Mac, especially when cloud gaming enters the image. iOS 6 has some smaller game center updates, including challenges, so you can beat your own records with your buddies, for example. There is also a new in-app game center experience mentioned on one slide, but developed - presumably it allows players to at least control which of their friends are in the game without being launched out of the app. Even more vague was the mention of game groups, which I can only assume, which means linking a bunch of friends together so they can hop between games en masse. Pushing Retina resolution for the new MacBook Pro features a retina-class display, and Apple promised that Diablo III would be updated appropriately with razor sharp graphics. The technical wonder of this screen stands firmly on the shoulders of the new iPad, which until now had the largest retina screen available. The new iPad alone wasn't enough to get someone outside the iOS development sphere to start considering insanely high def resolutions, but the new Mac Pro is. This pressure to support retina resolution in iOS X is ultimately good news for iOS, because there are more developers of property suitable for the new iPad. While we don't expect a big jump in the resolution of the iPhone 5, it's probably a bigger screen. The main thing about retina is that it allows scalability; if the app is big enough, it can be compressed down to the small screen, but is rich enough that it doesn't look like a mess on the big screen. At this point, Apple only needs to offer the right television that can be fully used for the post-1080p experience that they allow, but unfortunately this is one of the many things we couldn't get out of WWDC. AirPlay WWDC keynote also introduced some additional AirPlay options for Mac, which allows full screens wirelessly reproduced on TV, pixel-for-pixel. While iOS has had it for over a year now, the new Mac feature effectively allows two groin TCs and converges on apple TV. In addition, it sets the stage for AirPlay between Mac and iOS, which is something we have already seen on the audio side of some clever developers. Ultimately, it's easy to imagine being able to access a live stream on your Mac on your iPad over AirPlay - a tempting prospect for someone into cloud gaming. At first, it may be limited to local Wi-Fi networks, but in the end, who says you can't tap on from outside Wi-Fi networks or mobile networks that offer ample bandwidth? Third parties like Splashtop are already doing such a thing, but when Apple steps in and offers the same features out of the box, these guys need to find something new to offer - maybe hosted solutions. If this is indeed the path that Apple will take, the AirPlay Mac is just the beginning. Whatever the technical limitations of the iPhone and iPad may be, if Apple can offer a high-quality, seamless AirPlay experience back to your pc that can handle heavy lifting, games on iOS stand to get much better. Diablo III on the iPad, anyone? Conclusion If there is a common thread between games and iOS 6, it's a Mac. Allows both Mac and iOS devices to take strenuous steps to compete with console and PC games. Retina-class displays push developers to meet with new bar graphics (not to mention blow the minds of players); a smart game centre strategy creates a unified social environment for all its games to take place. iOS 6 is just a beta, so we may very well see a few more surprises before the iPhone 5 launches in the fall, but now, the future is bright for iOS gamers. The players you feel are currently missing most iOS titles? Is the onus of Apple that allow developers to fill these gaps, or do devs already have their hands full trying to get their games up to retina quality, nevermind extra stuff like AirPlay? Love is in the air, and the happiest of us celebrates Valentine's Day with someone special. And if you're eating somewhere nice for a holiday, you're probably going to spend more than a few minutes waiting to sit down. Why not go through time for Valentine's Day-themed content for your favorite mobile game? We have nine festive games for him and him that you don't want to put down when it's time to order. The Bejeweled Blitz from the PopCap Bejeweled Blitz is a fast-paced spin-off of the original Bejeweled game-3 game. Games last exactly one minute, so players have to rush to score as many matches and points as possible before the timer expires. With high ranking support and lots of useful items to save and buy, the Bejeweled Blitz is one of the most addictive puzzle games out there. A Valentine's Day update for the Bejeweled Blitz brings the following features: Heart Stone Rare Gem: This new Rare Gem replaces a section of red gems in hearts that explode heart-shaped patterns and increase scoring potential with a multiplier effect. New starting tables: Each game now starts with a uniquely patterned board. You can test the first moves to see how cascades fall and work out a starting strategy on different game boards. Free coins: After playing the Heart Stone gem, tap one of the nine hearts that appear. Love-struck players can win up to 70,000 coins in the Bejeweled Blitz Cup. Bejeweled Blitz is perfect for fans of Candy Crush Saga, puzzle games in general and shiny, shiny things. Bingo PartyLand from DeNA One of the most popular mobile bingo games around, Bingo PartyLand allows players to compete with friends and enemies around the world. Play up to 8 cards at a time, buy magic boosts to get bonuses and collect lots of cool points as you progress through your Bingo career. Valentine's Day Sweet Bonus event runs through February 15: Join the holiday-themed Bingo room at Lover's Island Pick up Valentine's Day treats to decorate your beach with double rewards for every bingo winner! How long has it been since you played bingo? You can't get five if you don't play. Flutter: Butterfly Sanctuary from DeNA butterfly lovers will find many likes in this butterfly garden simulator. Tend to your own personal rainforest, feeding butterflies through these various stages of life. Collect a wide variety of butterfly and vegetation, interact with your family butterflies, or simply relax with realistic rainforest sounds. Aphrodite event runs through February 16: Collect a new Aphrodite set of butterflies! Complete Aphrodite set to receive a special rose decoration for your forest. Treasure chests from gifting friends offer more opportunities to collect the event flower needed to attract special beleaguered butterflies. Flutter is a super cheerful game - but it doesn't get grindy in the end. The gateway to the Spicy Horse Games and DeNA craves something darker this Valentine's Day? Fallen warriors wake up in the underworld with only one diversion to occupy themselves: large-scale deathmatches. Collect and build an arsenal of warriors as you progress through a single player campaign. Engage in real-time strategy battles against the CPU or take the fight online with other players. Love Tale of Mariana Events runs until February 20: Top event players can win a limited Valentine's Day card. Earn limited Marianas maps through PVE quests, PVP arena battles and captus! Use this code before Valentine's Day with a free bottle of Hope and Advanced Captus themes: C-5S27-TDSG-AFCF Gate presents an engaging blend of real-time strategy and card collection, but it's also very complex. GI JOE: Battlefield From the DeNA guys can celebrate Valentine's Day in this game based on the classic G.I. JOE property and toy line. Collect, train and collect your team of heroic Joes or deadly Cobra workers. Take part in card battles against your computer and other players. The art of the map is illustrated by the actual G.I. JOE comic and action character when the Worlds Collide event runs through February 19: Participate in an alternate world where anything can happen can Steeler and baroness find love together or pulled onto their warring parties? If you loved reading G.I. Joe's character in bios as a kid, you'd love doing the same maps to collect Battleground. Hellfire: Calling from DeNA Maybe a more spooky card collection experience is needed to fight frilly hearts on Valentine's Day. Hellfire allows players to collect beautifully illustrated fantasy-themed cards and fight against AI or other players. Actual battles feature a unique interactive element: players roll boulders in targets in a way similar to skeeball. The Valentine's Event runs through the 17th century. Catch All Love in the woods to help Valentinus marry the girl of his dreams! Card games, skeeball and monsters go surprisingly well together. Kingdom Age from GREE to the only city building game our holiday roundup comes from GREE. Players start a small settlement and build this great kingdom. To make things more interesting, you can also go to RPG-style quests where you explore dungeons and fight monsters. With three different classes of play, hundreds of quests and PVP combat, the Kingdom Age offers much more depth than the average urban builder. The Star Crossed Lovers event runs through February 17: The quest was inspired by a real-life couple who met the game and eventually converted to live together. Fill this three-quest chain to earn the coveted special edition fee: Kay and Sheera, Dark Strider Heroes (custom avatars of the aforementioned couple) who offer a big +3% Alliance Attack. We can't all expect romance in the Kingdom Age, but the game's social elements are welcome. Monster match from dena collection and raise team monsters is fun enough on your own. But throw a colorful puzzle game in the mix and watch out. Monster Match allows players to explore dungeons and complete missions to find new monsters. Actual battles involve gem matching puzzle game, not unlike Puzzle and Dragons or Puzzle Quest. With the Parrot Trap event that has just been wrapped, the Valentine event will now run until February 19: voodoo toucan judges on a beautiful swan comes in vain and makes him an ugly duckling. Complete the event to teach the swan the meaning of true love and return him to his right form! Monster Match is cute and inviting, but sometimes you have to wait until your endurance loads keep playing. Word Science from WildTangent Studios to clean your Valentine's Day game from the palate, the only word the game makes. Word Science puts players in charge of laboratory letters. These stars zoom in on a four-lane conveyor belt, and you have to arrange them to form words before time runs out. Use power-ups or form more words to increase scores to prove the hypothesis that you're the best word game player around. Valentine's Day celebration: Build words that include the science of love and celebration of Valentine's Day. Add one part english and one part science and result is a smart word game. We can earn a commission on purchases using our links. Additional information. More.

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