Vetche Royale solution notes

# Client prediction and entity interpolation

From what I’ve gathered from other videos and articles, this is what I will do:

On the server:

* Make some way to do the snapshotA and snapshotB data pack thing in the interpolate function we are going to make for the client.

On the client:

* On each draw cycle, make a variable that is [current delta time minus 100 ms]
* Pass that variable to the interpolate(snapshotA, snapshotB, renderTime) function (look at it here: <https://gist.github.com/timetocode/654e2dd17cc0600eb9bb>)

# Collision Cells (formally called quad trees)

Look at this article to implement it properly: <https://gamedevelopment.tutsplus.com/tutorials/quick-tip-use-quadtrees-to-detect-likely-collisions-in-2d-space--gamedev-374>

Maybe make some algorithm to generate quad trees based on tile map size.