Disadvantages of client server

* If the server is out then the clients can’t run
* Slight latancy

Peer to peer

* Simple authority
* All peers know about each other

Master w peer

* Master is a peer and runs the game
* Prone to failure
* Peers only need to know address of master

With Rendezvous

* This fixes ^

Client/ Server

* Need to know address of server
* Single point of failure than everything will die