

Computer Games Development CW208

Project Meeting Notes Year IV

Week Starting:	01/10/2019 TO
Student Name:	Greg Cahill

Description of work completed since previous meeting

Notes : Also record project backlog, use notes page as required

Found out why one is chosen over the other, Delay based is just easier to implement supposedly, and offers much the same results in most cases, but rollback also has the benefit for working for players in low quality connections,

Tasks to be completed this week

Notes: record any additional tasks on notes page as required.

1	N/A
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6	

Supervisor Comments

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	Student
Signature	Greg Cahill

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Date	23/01/2020
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Additional notes: