

Computer Games Development CW208 Project Meeting Notes Year IV

Week Starting	: 01/10/2019 TO
Student Name:	Greg Cahill
	2338 3
Description of	f work completed since previous meeting
-	ord project backlog, use notes page as required
	as lead to rollback based and delay based netcodes being two techniques on
opposite ends (of the spectrum, and will focus on these two.
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lasks to be co	ompleted this week
Notes: record any	additional tasks on notes page as required.
1 Resear	rch why delay based and rollback based netcodes are used.
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Supervisor Co	omments
	Ct. 1. 4
	Student
Signature	Greg Cahill
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Date	16/01/2019



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Additional notes: