

# COMP280 Optimisation - Carma

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# 1 Introduction

In this document I will be profiling the GAM220 project for my team, team 2:6. A link to the git repo for the project can be found below.

**<https://gamesgit.falmouth.ac.uk/projects/S2021L2GLASSNOMADEABT/repos/carma/browse>**

My original idea was to make improvements by setting up the level loading to happen asynchronously, as well as to implement object pooling. I discovered, however, that Photon (PUN2), the package we are using to handle our networking, does this automatically. As such, this is my burner choice. Hi! Have a good day, at least that's one you don't have to read.

# References