



"Game Technology" Winter Semester 2014/2015

Example Problems for Lecture 12 "Multiplayer"

1. Important Topics

Peer-to-Peer Lockstep
Client/Server
Client-Side Prediction
Latency

2. Example Problems

a) Compare the Peer-to-Peer and the Client/Server model – what are the pros and cons?

b) What is the problem with Client-Side Prediction and how can it be mitigated?