Navigation Mesh Generation for 3D Environments

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1 Introduction

We propose to construct a distributed *client-server* model in order to gracefully handle fail-stop scenarios. We will use this system to support a simple computer game of a number of agents moving around in a 2D world. We assume no limits on bandwidth and have strong constraints on latency which significantly impacts online game experience [Claypool and Claypool, 2006].

References

[Claypool and Claypool, 2006] Mark Claypool and Kajal Claypool. Latency and player actions in online games. *Commun. ACM*, 49(11):40–45, November 2006.