RESEARCH (working with research lab) Replays and online gaming

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The goal of the work

Produce a solid paper on the relation between data used for online gaming and replay feature within a game engine. Report will also include problems that can occur when adding a replay system to an existing game engine, what an engine with multiplayer and replay should include. And how to optimize techniques for storing/sending less data especially concerning online communication. Add a simple replay system to the game engine used for "King of the pookas" focusing on how information stored can be used to implement a multiplayer feature to the game.

Initial working

Research how to implement replay systems using a game engine, and study the game engine regarding information required to be stored, especially as I had nothing to do with player inputs in the original project. Map out requirements and create file formats for storing information. Change the engine to better suit a replay system and implement a simple replay system. Time after the initial period will be used mainly for researching communication in multiplayer games, before creating the final deliverables.

Plan

Week	Activities
16	Prototype of first person camera replay, Research regarding replay system in games
17	Research Engine requirements regarding replay systems.
18-19	Study the current game engine and make changes to the engine to better suit a replay feature.
20	Research Implementation of replay feature and the similarities to multiplayer communication
21-24	Implement a simple replay system in the game
25 - 26	Additional research and writing interim report.
27-28	Additional work missed in first period including finishing the replay system
29-30	Research Communication and optimization methods for online communication in games
31-35	Produce final deliverables