# 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

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| 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 |