Latency patterns:

Fixed latency:

According to our graph, the latency we implemented is relatively stable with minor variations due to internet causes. When we set the fixed latency to a higher value, the paddles of Pong began to react slowly when client is trying to move around. It takes about 1 second to move the paddle when the latency hits 100.

Random Latency:

We set the latency range between 0 and 50 in a uniform distribution (completely random). The paddles’ reaction speed are fluctuating between instant to half of a second delay. We can also see some small “glitching” from the ball.

Incremental Latency: We incremented the latency number from 0 to 1000. The paddles’ reaction time is decreasing overtime from instant to up to 2 seconds of delay as the ping value increases.