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1. Pick an online multiplayer game you like. Describe how DSM (Distributed Shared Memory) could be used behind the scenes to manage game state across different servers or players.

   Answer:
   Game: **Pokemon Unite**
   In Pokemon Unite when a player is knocked out, they will drop all the aeos energy balls they were carrying onto the battlefield. The balls become visible and collectible by other players. This process one on of example how DSM applied in multiplayer games. The game server acts like a shared memory manager, updating the global game state so that all players see the same change, the defeated player's aeos balls appearing on the ground. When another player collects the balls, the state updating again, and the balls disappear for everyone.