ARTIFICAL NETWORK DELAY

* Thread Sleep
* Delay after pressing a key or in msg transmission in network
* Delay on client or server

Bucket Synchronization

* Server keeps track of the delay between the different clients, and equalises the latency for each client (player).
* Players are synced, no advantage.

Interest Management

* Only showing part of the game world. To the player based upon their location, updating that when they move.

Dead Reckoning

* No input from the player, the ship will continue to move in the last inputted direction.
* Once the player moves again, the ship moves to the correct location.

Smooth Correction

* Instead of jumping to the location, you can see ship move in real time to the location.

Cheating

* Any illegal movement on the client side, eg ability to move faster, or shoot faster, or invisibility bullets.

Cheating Detection

* Whatever cheat we do, we find a detection and countermeasures.