Runtimes for different amount of players and different amount of rounds (time in ms)

	10 Players	100 Players	500 Players
N=5	102.4 ms	2023.9 ms	timed out
N=10	202.2 ms	4763.5 ms	timed out
N=15	277.3 ms	6243.1 ms	timed out
N=20	394.7 ms	7935.4 ms	timed out

(results are all averages of 5 runs)

Tardis nodes were not responding so all execution was locally done. The process for 500 players was timing out. This is likely due to the way the algorithm was implemented for deciding how many players each player outperformed. Since they all need to send other players messages and receive a message from every player, with 500 players that totals to ~250,000 message sends and receive requests. This could have been improved using a broadcast message instead of individually sending messages to each process.