A Networked Game Unifying AI to Study the Effects of Latency Compensation

Motivation
The goal of this project is to accurately study the effects of latency compensation in games.

Methodology
1. Create a networked game
2. Build latency compensation into the game
3. Blur AI to be more efficient in the game
4. Add AI levels to the game
5. Run the game's latency compensation
6. Use that data to infer the effects of latency compensation

The Game Interface
- Insert image or diagram of the game interface here
- Describe the user interface and controls
- Include any relevant data or metrics