

# CS/IMGD 411x Project 4 - Latency Compensation

## Grading Guide

Name: \_\_\_\_\_

Total: \_\_\_\_\_

### **Simulating Latency**

(5)\_\_\_\_\_

(Adding latency to outgoing messages)

### **Ping**

(20)\_\_\_\_\_

(Measuring and displaying round-trip latency, with color)

### **Sword Prediction**

(25)\_\_\_\_\_

(Moving sword with client mouse, synchronizing properly on all clients)

### **Fruit Prediction**

(25)\_\_\_\_\_

(Adjusting starting fruit position, based on measured latency)

### **Evaluation**

(20)\_\_\_\_\_

(Report with design, results and analysis)

### **Documentation**

(5)\_\_\_\_\_

(README, VIDEO, readable and commented code)

### **Misc**

(Features of notes, misc bugs, testing... could gain or lose points here.)