

Multiplayer Computer Games

Examination

November 30, 2009

Write down your name, your student number (at University of Turku), and the examination date to each paper. You can answer in English or in Finnish.

Select *two* (2) topics from the following and answer them. Indicate clearly to which question (a), (b) or (c) your answer belongs. (NB. If you answer three questions, only the two lowest ranking answers will be counted in the final result.)

- (a) How consistency and responsiveness are related in networked communication? Illustrate the difference with the relay model.

- (b) Explain how dead reckoning works. What are the benefits and drawbacks of this method?

- (c) Describe how a cheater can use look-ahead cheating in a turn-based networked game. What countermeasures we have for preventing this kind of cheating?