FizzX: Unsynchronized Multiplayer Networked Games, Feasibility with Time Rewind

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Motivation

✓ Individual Time Manipulation in Multiplayer Games, is it possible?
✓ What is the effect of Time Rewind on playability?
✓ What if we have unsynchronized network games?
  ▪ We showed that game instances can become unsynchronized due to network latency, but game playability is retained.
✓ Does Time Rewind maintain its ability even if the game is unsynchronized?
Releasable Video Game

- Microsoft’s XNA game development framework.

- Players with Panda avatars cooperatively kill enemy “slimes” to achieve a high-score.
- Enemies spawn at a greater rate as they die, initially with 2 to a maximum of 5 slimes present at a given time. On average, 4 hits are required to kill an enemy slime.
- Environment-wide time rewind is achieved through the use of entity owners
Reference:

Thanks for Your Attention!