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Observer Pattern - Game Programming Patterns in Unity & C# ...

Table of Contents · Game Programming Patterns

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 Patterns
 Double Buffer
 Game Loop
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 Method
 Double Buffer
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Method
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game while
waiting, the
game predicts
what the
opponent's
input is going
to be. If it
turns out
when the
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that the
prediction was
wrong, the
game state is
rolled back,
the correct
input is
applied, and
the game fast-
forwarded to
where it was.
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