1. (6 points) Multi-player games often include characters that are not controlled by a human player known as non-player characters. A non-player character, or NPC, moves and behaves based on some algorithms, which takes the other states in the games, such as position of players, as input. They may also interact with the players.

Who should be in charge of simulating (i.e., computing the states of) the NPCs? The clients, the server, or both? Justify your answer from the perspective of responsiveness, efficiency, and consistency of the game.
2. (4 points) Does the following visibility-based interest management scheme work? Explain.

When $P$ becomes not visible to all other players in a game (i.e., no other players is interested in the updates from $P$), $P$ stops sending updates to the server. $P$ starts updating the server again only after $P$ discovers that it becomes visible to at least one other player again.