Name: _____

Date: _____

Max users

A gaming platform is about to make a new release. The base lag for their system is 10ms, when no players are actively using the system. For every 10k players, the overall lag increases by 5ms.

The company has found that people start refusing to play if the lag reaches 100ms. How many concurrent users can they expect to support with their current system?

Show your work, and write your answer in a complete sentence.