**AG 131  
Lab 4 – Live, Die, Repeat**<http://www.dailymotion.com/video/x286jbu>  
<https://www.youtube.com/watch?v=P0cm1Sv3-2Y>  
<https://www.youtube.com/watch?v=2vmmTnDJnH0>

**Recap:** At the end of the last lab:

* You have pawns that can move around.
* They can shoot at each other.
* The Damage is reported to the pawn.

This lab builds upon the work you have done in previous labs.

**Code Work**

* When your possessed pawn health drops below zero, it needs to call a method on its controller to be unpossessed and to take control of a spectator pawn.
* When controlling a spectator, fire1 will respawn the player.
  + Spectator becomes unpossessed
  + New pawn is created (via factory from the game class)
  + The new pawn is possessed by the controller.
* You will access Spawn Points from a Game Class
* You will not have any pawns in your game map
  + Have the player spawn into the map
* You will have spawn points placed in your map
  + A spawn point prefab has been given to you.

**Out of Scope\Of Note:**

* Don’t worry about a HUD showing health (or shields or energy)
* Don’t worry about having a camera or viewports for each player

**EXTRA CREDIT:**

* Implement a Weapon Class
  + Use to encapsulate weapon fire.
* Implement an Instant Fire Weapon