**AGGP 225**

Lab 4: Lobby and Integrating the Chatroom

Photon Pun v2 documentation can be found [here](https://doc.photonengine.com/en-us/pun/current/getting-started/pun-intro).

There is a demo build of what this lab should look like located in the Lab 04 folder.

To test your work, make a build of the project and run both the build and through the editor.

# Lab Requirements:

Add onto the FPS you created last lab by adding a lobby and integrating the chatroom into both the lobby scene and the gameplay scene.

# Part 1: Using the Previous Lab

Use the previous lab (connecting to master & room) as the basis of this lab.

You should have a Main Menu, Gameplay, and Chatroom for scenes.

# Part 2: Creating the Lobby

The main should have both the ability for the player to enter their username & chose a color for their capsule person. These should both be networked.

The lobby will serve as the buffer between the Main Menu and the Gameplay scene. At the beginning of runtime the process to connect to Master should already start. Once the player is connected to master, they will then be able to interact with the two buttons: start and quit.

Start will begin the process of finding a room, and if there isn’t a room to join, you will make one. Once you have joined a room, the Lobby scene will load where you can see your username and everyone else’s username in that room. Once there is 4 people in that room, the game should automatically load into the gameplay scene.

Both the lobby and gameplay scenes should have a working chat.

All scenes have a quit button; whether this is to exit the application or leave the game and load the Main Menu screen

This project should have a working game cycle:

* There is a winner at the end of the game
* After the game ends, it sends the players in the room back to the lobby
* If there are already 4 players in the lobby, it waits ~5 seconds before putting everyone back into a game
* If there are less than 4 players in the lobby, it waits until another player enters the room to begin the next match

# Due

This lab is due at the beginning of class on 10/13.