**AGGP 225**

Lab 5: Polish

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 05 folder.

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

# Lab Requirements:

Time for polish! In this lab you will be able to customize your FPS

# Part 1: Using the Previous Lab

Use the previous lab as the basis of this lab.

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

# Part 2: Polish

The goal for this lab is polish – there are a couple of requirements, but most of it is up to you!

* Create 2 more weapons (for a total of 3 weapons)
* Create 3 pick-ups (health, ammo, etc)
* Add more characters or customizations to already created ones
  + This can be hats, different types of characters (tank, healer, dps), etc!

# Due

This lab is due at the beginning of class on 10/20.