**AGGP 225**

Lab 6: Game Modes

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 06 folder.

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

\*\*\*This is both a two-week project and a two-week lab

# 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: Game Modes

You will be adding two new game modes, for a total of three game modes (you already have deathmatch).

This can be any game mode, such as team death match, CTF, etc.

# Due

This lab is due at the beginning of class on 11/03 (two-weeks).