

Comp230 Networking Component

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 - Player Movement.
 - Player Health.
 - Spawningable Items (I.e. bullets)

Target Audience and Unique Selling points

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 - Online matchmaking
- Having a multiplayer aspect to the game can help with advertising.

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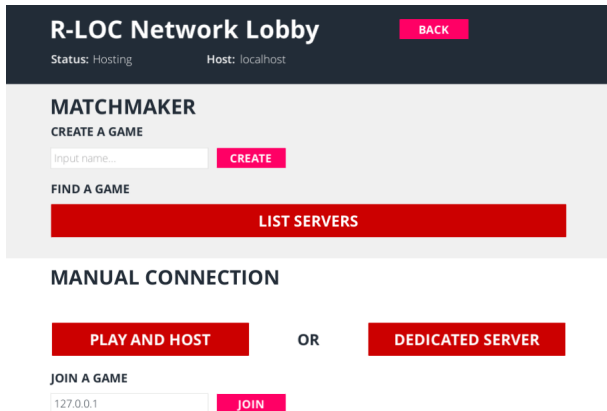
- Unity has quite a high level networking architecture already built in it.
- This meant that I didn't have to program very low level networking stuff and worry about security etc.
- This made the scope of this component manageable for this time-frame.
- However there is still a lot to be improved upon.

Images of the Lobby GUI

- Lobby Menu.

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The screenshot displays the 'R-LOC Network Lobby' interface. At the top, a dark header bar contains the title 'R-LOC Network Lobby' and a pink 'BACK' button. Below the header, the status 'Status: Hosting' and host 'Host: localhost' are shown. The main content area is divided into three sections: 'MATCHMAKER', 'MANUAL CONNECTION', and 'JOIN A GAME'. The 'MATCHMAKER' section includes a 'CREATE A GAME' sub-section with an input field and a pink 'CREATE' button, and a 'FIND A GAME' sub-section with a large red 'LIST SERVERS' button. The 'MANUAL CONNECTION' section features two red buttons: 'PLAY AND HOST' and 'DEDICATED SERVER', separated by the word 'OR'. The 'JOIN A GAME' section at the bottom has an input field containing '127.0.0.1' and a pink 'JOIN' button.

R-LOC Network Lobby **BACK**

Status: Hosting Host: localhost

MATCHMAKER

CREATE A GAME

Input name... **CREATE**

FIND A GAME

LIST SERVERS

MANUAL CONNECTION

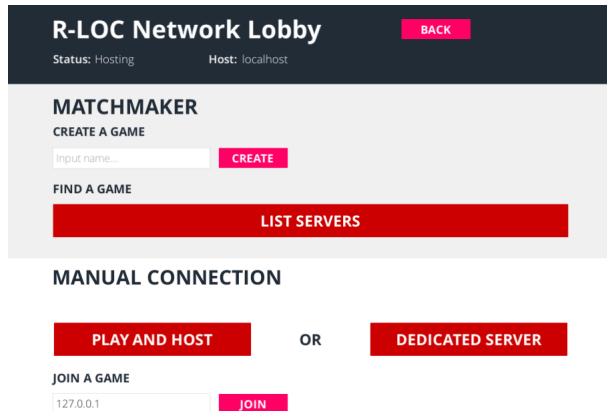
PLAY AND HOST OR **DEDICATED SERVER**

JOIN A GAME

127.0.0.1 **JOIN**

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The screenshot shows the 'R-LOC Network Lobby' interface. At the top, it displays 'Status: Hosting' and 'Host: localhost' next to a pink 'BACK' button. Below this is the 'MATCHMAKER' section, which includes a 'CREATE A GAME' subsection with an 'Input name...' text box and a pink 'CREATE' button. The 'FIND A GAME' subsection features a large red button labeled 'LIST SERVERS'. At the bottom is the 'MANUAL CONNECTION' section, which has two red buttons: 'PLAY AND HOST' and 'DEDICATED SERVER', separated by the word 'OR'. Below these is a 'JOIN A GAME' subsection with an IP address input box containing '127.0.0.1' and a pink 'JOIN' button.

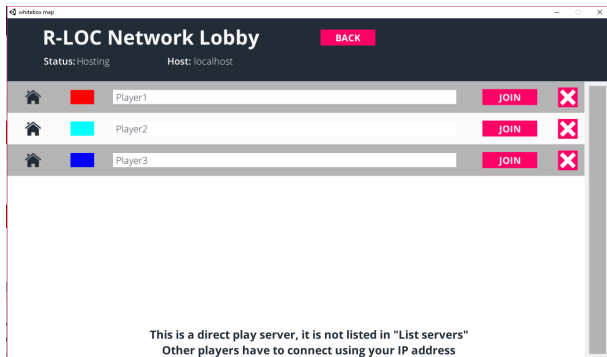
- Currently the Online Matchmaking isn't working.

Images of the Lobby GUI

- Lobby Setup

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Networking Video Demo

Demo of working lobby and networked player movement.

https:

[//www.youtube.com/watch?v=fUtDHb1e6x8&feature=youtu.be](https://www.youtube.com/watch?v=fUtDHb1e6x8&feature=youtu.be)

Moving Forward into Production

- Lobby Menu GUI improvements.

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- Aim to get online matchmaking working.
- Player is able to choose different types of units and select a map.

Questions?

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