Comp230 Networking component

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

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

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- 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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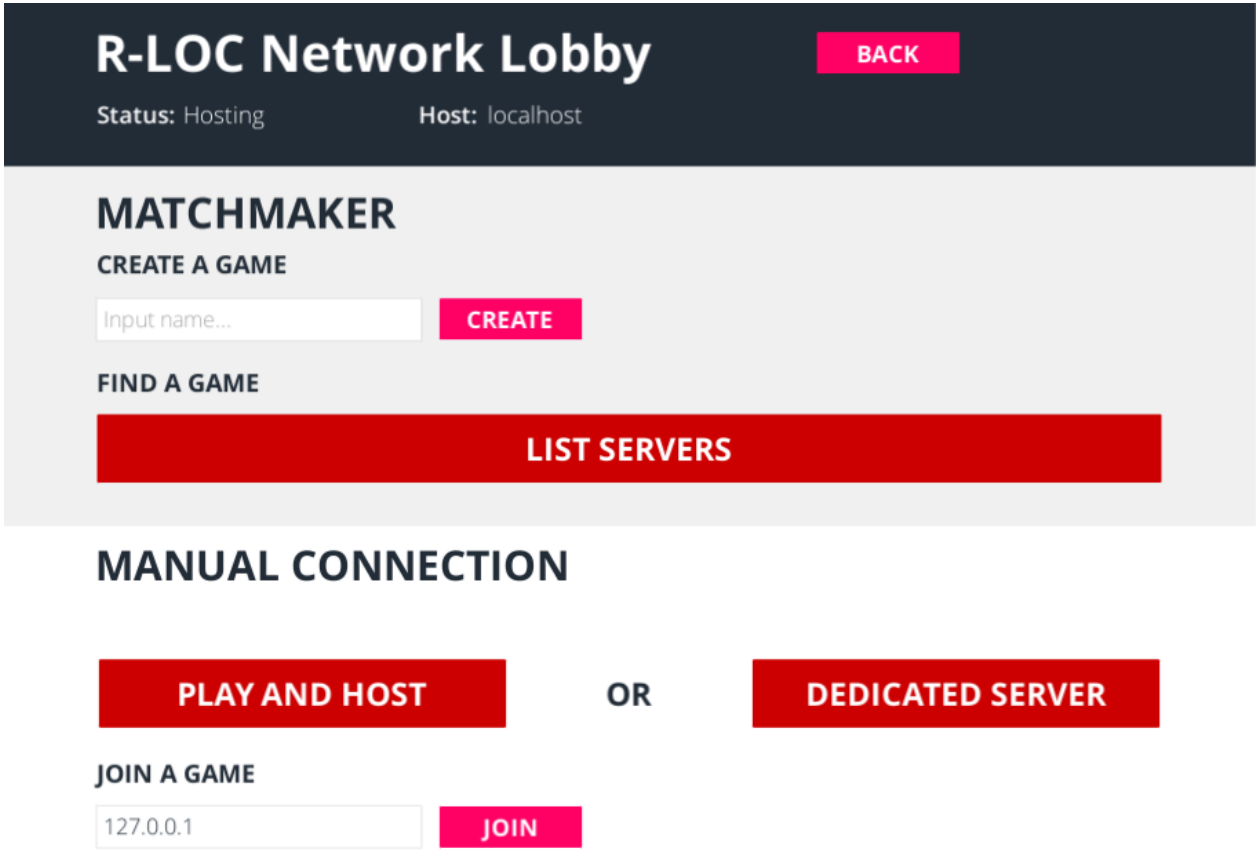

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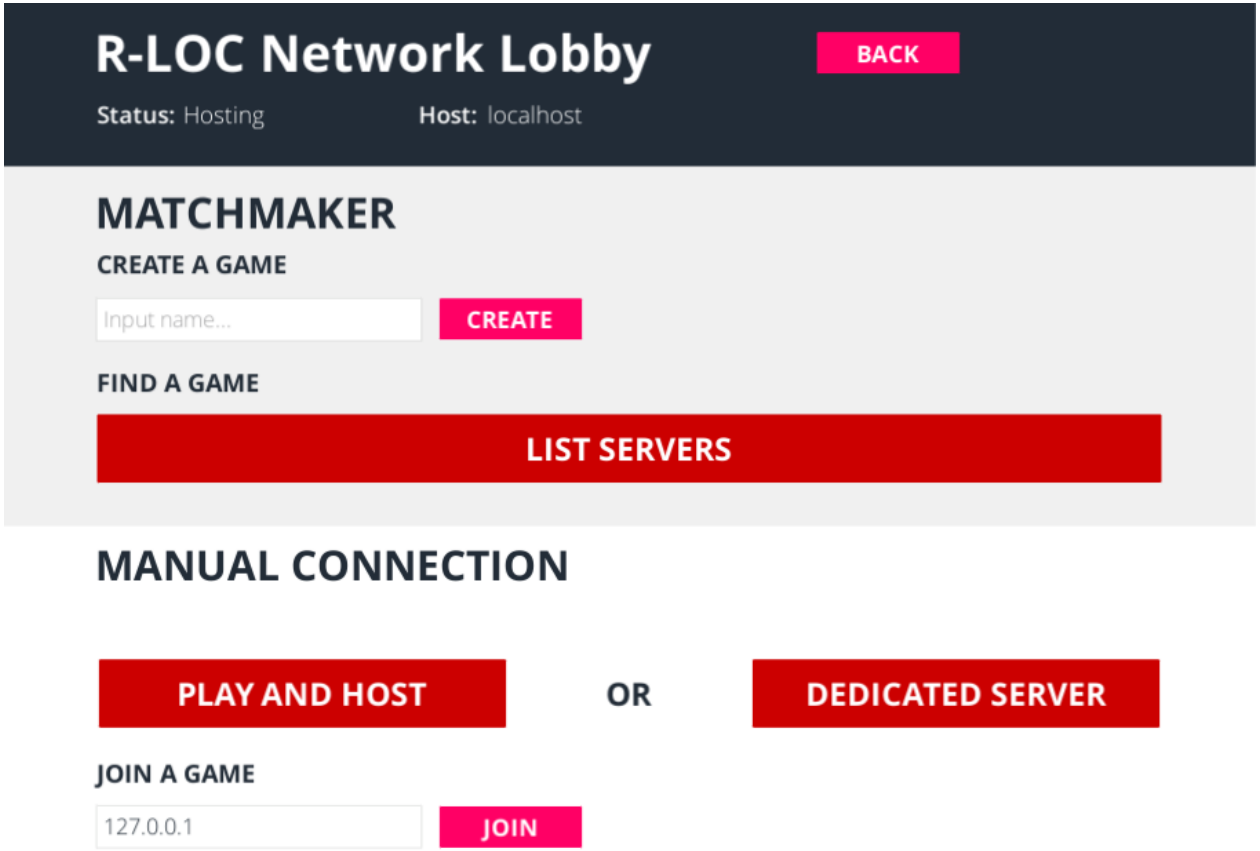

- Currently the Online Matchmaking isn't working.

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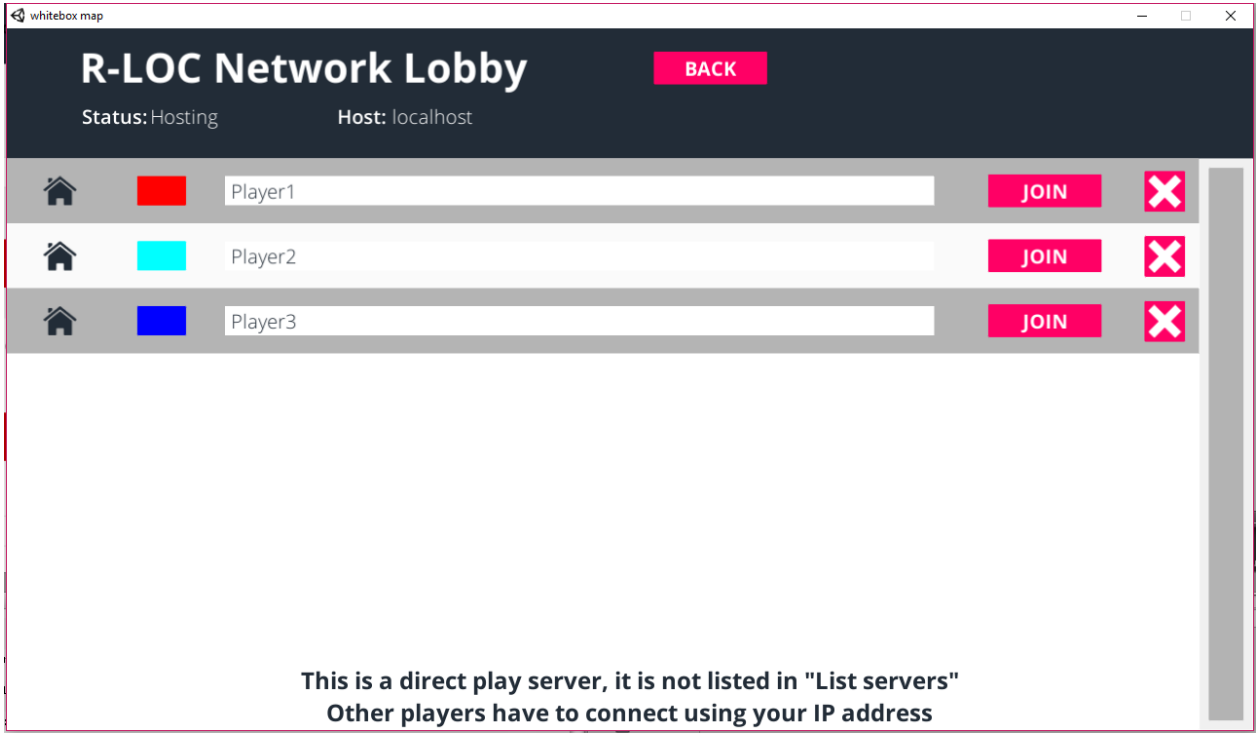
- 

Networking Video Demo

Demo of working lobby and networked player movement.

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

Moving Forward into Production

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- Player is able to choose different types of units and select a map.

Questions?

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