

Comp240 Business Presentation

Alastair Rayner

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 - They may also be interested in merchandise.

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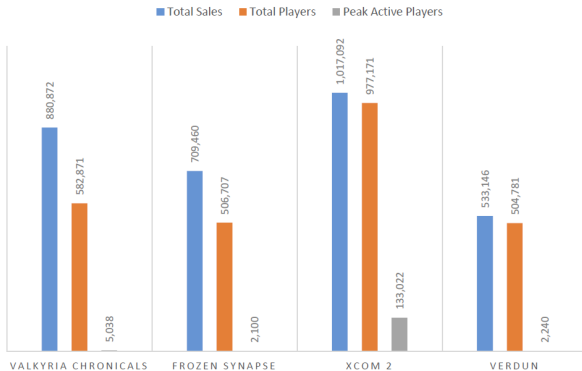
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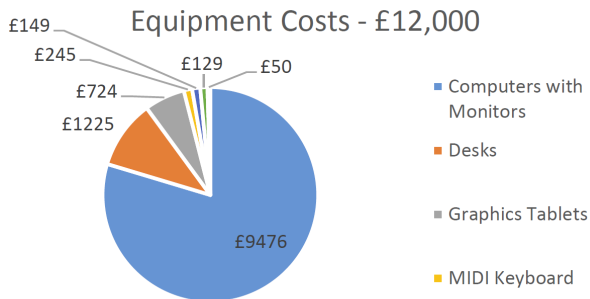


Marketing Strategies

Steam will be the primary distributor

Financial Breakdown

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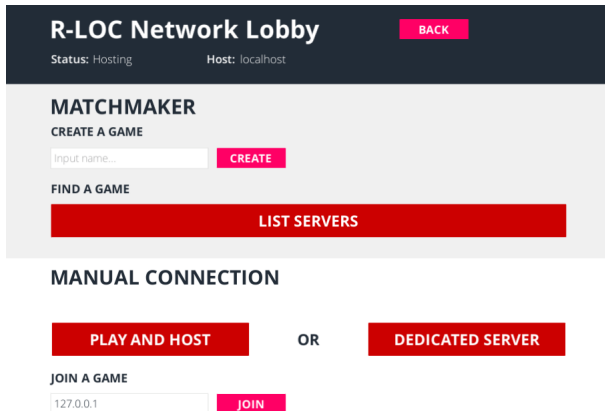
- Unity has quite a high level networking architecture already built in it.
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- This made the scope of this component manageable for this time-frame.
- However there is still a lot to be improved upon.

Images of the Lobby GUI

- Lobby Menu.

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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 input box 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

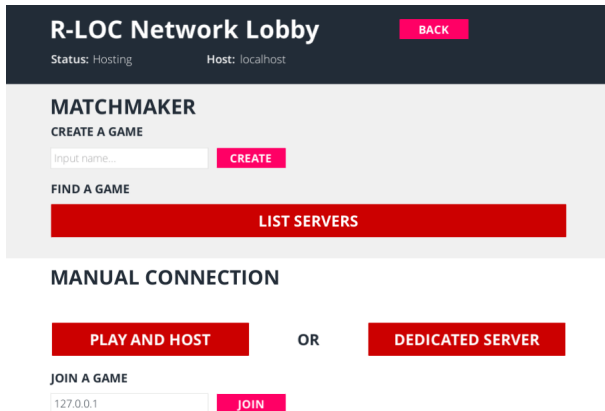
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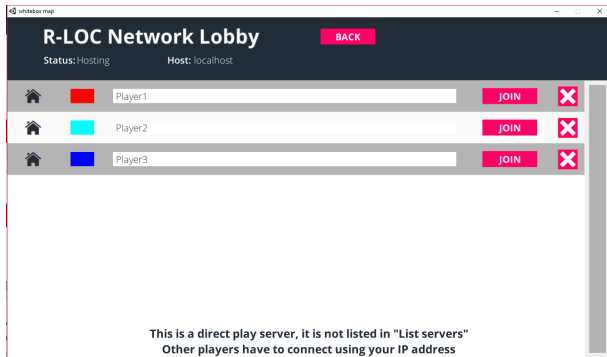
- Currently the Online Matchmaking isn't working.

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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](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.

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