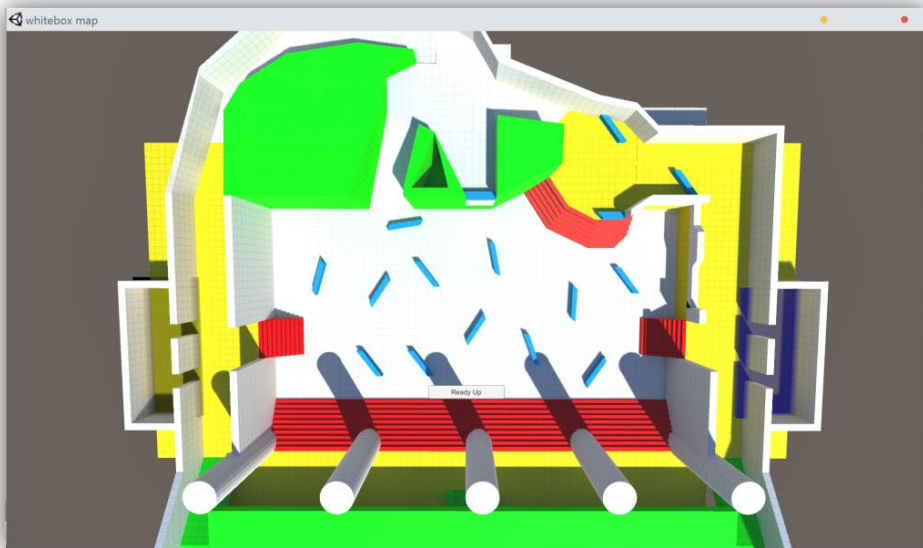
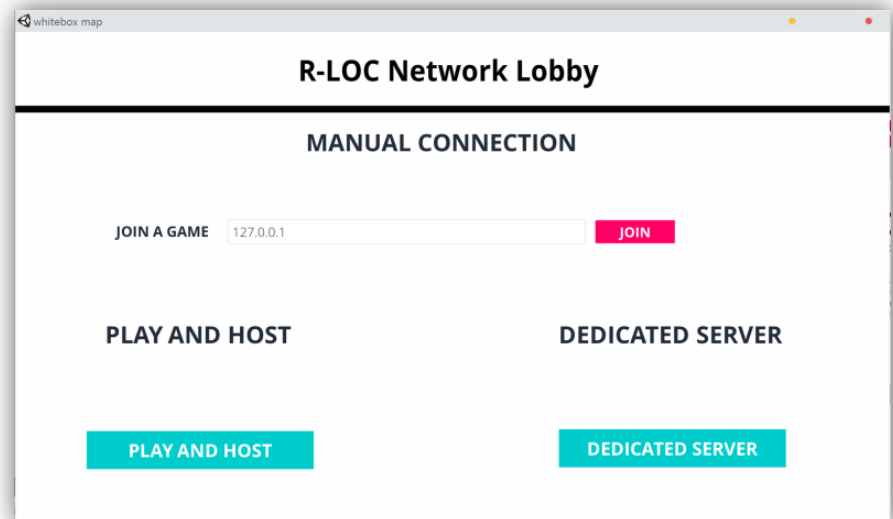


# R-LOC NETWORK LOBBY

## Introduction

For my project I worked on integrating a lobby into the game Firelock being developed R-LOC studios.

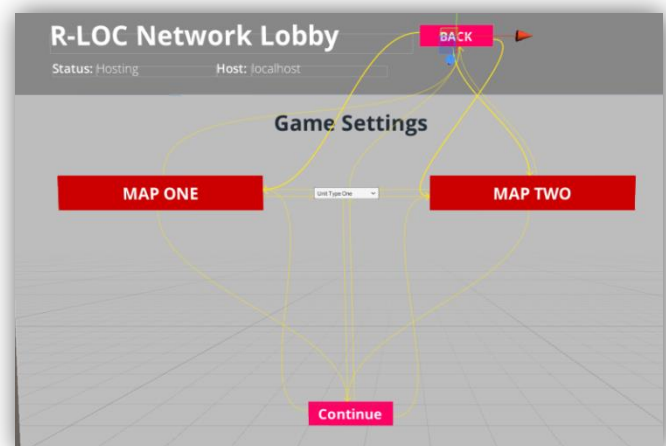
The lobby system builds upon the existing free network lobby system that was created by unity.



For my contribution I worked on creating a game Settings class that controlled what the game settings are when in the lobby, and then when the game starts it uses those settings.

```
private string map;  
int selectedUnit;  
  
public Dropdown UnitDropdown;  
  
public void onClickMapOne()  
{  
    //Change map to "Firelock"  
    map = "Firelock";  
}  
public void onClickMapTwo()  
{  
    // Change map to othermap  
    map = "map";  
}  
  
public void Continue()  
{  
    //Used for getting the players selected unit from dropdown  
    selectedUnit = UnitDropdown.value;  
    if (map != null)  
    {  
        if (map == "Firelock")  
            LobbyManager.ServerChangeScene(map);  
        else if (map == "map")  
            LobbyManager.ServerChangeScene(map);  
    }  
    //close panel  
    LobbyManager.gameSettingsPanel.gameObject.SetActive(false);  
}
```

This is a small bit of code that I wrote that controls what map loads in unity based on what the user chooses.



The above image shows how the UI is linked together, so the user has to select a map in order for the continue button to work.