

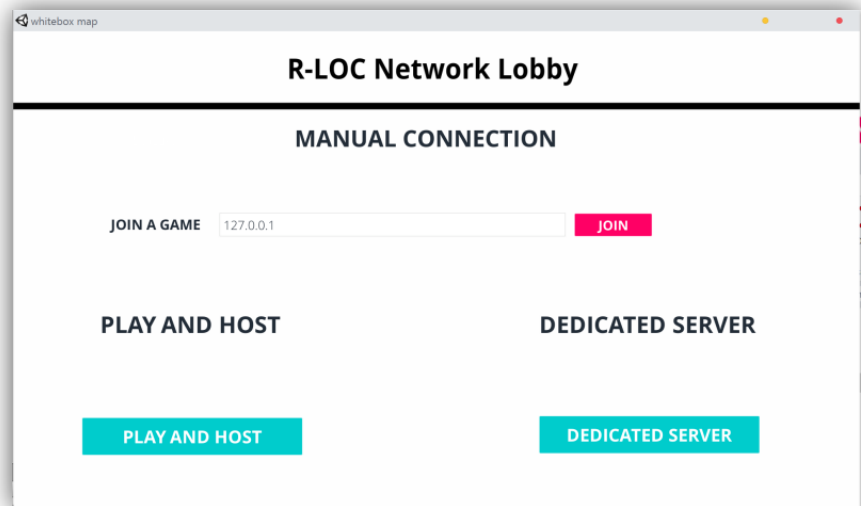
R-LOC NETWORK LOBBY PROTOTYPE

Introduction

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

The lobby system builds extends the functionality of the existing free network lobby system that was created by unity.

This is a product that can be fairly easily attached to most unity projects to create a lobby for.



Development

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.

One of the most challenging problems I faced when creating this product was not the actual networking but the UI that managed the lobby as it's a bit of a maze to create linked Uis in unity.

```
private string map;
int selectedUnit;

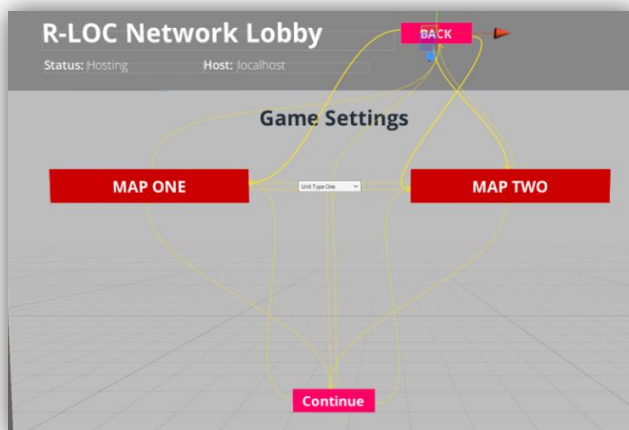
public Dropdown UnitDropdown;

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.

Final Product

There was a lot of features that were cut for this project due to time constraints.

However in the final product allows the host client to choose one of two maps and then the host becomes an top down overview (like the picture to the right) which you can then view the connected clients in the game fight.

