

In order for our project to support teamed based games, there are a few things that we need to add. Initially, our project only plays when two people join the game. If we want team play, we should try to start off by allowing us to create 2 teams of 2. In order for us to do this we need to create our game to have up to 4 players. We need to create a button to select a four player game, and we also need to have an event that adds 4 players into the game. Once we have our 4 players we need to be able to split them into teams.

In order to split our players into 2 teams we need a team1 button which allows the players that select the button to join that team. Once they are on that team the team acts as once player that both players have control of. We also need to create rules for team play (which is essentially a 2 player game) and we need to create a gameFactory that creates the team play. The TeamMenu only pops up when 4 players are selected. If you want to play with 4 players and no teams just click start instead of selecting teams.

