

Lessons Learned

- Networking is a massive time investment and can introduce a lot of complicated to fix problems
- Using sprite in a 3D environment can make objects look strange and cause strange issues
- Working in Unity is annoying since a lot of the time you will find C# functions that don't exist in Unity or even find functions inside the Unity documentation itself that don't exist anymore

If we had to do it again

- We would probably scrap networking to have more time for other aspects of the game.
- We would try to make all the objects be 3D models to avoid sprite issues

Advice for future teams

- If possible, avoid adding in multiplayer unless it is vital to the project you are making
- Either go full 2D or full 3D, do not try to mix them.