**Lab 3 – Multiplayer in Unity**

Example I followed:  
<https://docs-multiplayer.unity3d.com/netcode/current/tutorials/get-started-ngo/>

All screenshots and brief explanations below.

Build running as the server:

A white object on a square

AI-generated content may be incorrect.

2 builds running as clients:

A white objects on a white surface

AI-generated content may be incorrect.

A white objects on a white surface

AI-generated content may be incorrect.

Both clients independently moved around in world space on the server:

A white objects on a white surface

AI-generated content may be incorrect.

Overview of the scripts folder.

A screenshot of a computer

AI-generated content may be incorrect.

Closer look at the NetworkManger gameObjects network components.

A screenshot of a computer

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

Overview of the Prefab folder:

A screenshot of a computer

AI-generated content may be incorrect.

Closer look at the Player prefabs components:A screenshot of a computer

AI-generated content may be incorrect.

Separate folders for the final builds:

A screenshot of a computer

AI-generated content may be incorrect.

A closer look at one of the builds (they’re all identical)

A screenshot of a computer

AI-generated content may be incorrect.