

DIRK MEINJTES

SAE

GAMING DEVELOPMENT

YEAR TWO

GAME PRODUCTION

CPA2



I'm going to have enemies in the game, I'm still unsure what type of game I want to make, but I'm thinking of using the interactable NPC's I made for main ev2 technology's as well.

But I'm also thinking of making a player vs player game or maybe a co op game where players need to work as a team to complete the objectives.

I'm still researching how to use net code so that I can implement it to my game for the main evidence 2, (but if I have any troubles with it, I will contact you)

(I saw that the main evidence 2 mainly focuses on the peer-to-peer connection and not functionality as terms of the game – but I will try to make it so that everything works and make a game prototype. While mainly focusing on the peer-to-peer connection/ net code of course)