

Assignment 3 Final Project Report

One thing that turned out better than we had planned was the addition of a timer to our game to make it more challenging. This came up as an idea as we were implementing multiplayer, and it was surprisingly not very hard replicate our timer across all of the clients in our multiplayer mode. This added challenge turns up the pace in our game, making it a little more fun.

Additionally, our networking setup and updating player positions went a lot smoother than we had originally anticipated thanks to the starter repository that we referenced and our movement system being easier to adapt to a multiplayer environment than we had expected. Similarly, we also anticipated having to do a lot more extra work to get particle effects to show up on every client, but it turned out we didn't have to do anything special to get that working.

One issue that we had was a result of our decision to allow the server to be a player in our game. Right now, we are able to handle clients disconnecting from the game at any time, but we didn't have a chance to fix issues that arise when the server disconnects unexpectedly.

Something else that could have gone better was our lobby system code, since we kept having problems with it that required a lot of extra time to debug. We had also originally planned to have a competitive multiplayer mode to our game, but we decided to simplify our design a little bit to just have a cooperative mode due to time constraints. Because of these time constraints we also had to cut extra features we had hoped to implement.