Jonathan Sarasua: Final Project

Due Date 11/29

githb repo: https://github.com/JSarasua/Guildhall/tree/master/BulletHellDungeon_Networked

I networked BulletHellDungeon_Networked which is my DFS from the summer

How to play:

1. Launch game

2. Hit Play

3. Hit ~ to open console

    Tab complete and copy paste work in console

4. Type StartMultiplayerServer and hit enter

    You can add arguments after like StartMultiplayerServer port=48000

5. Repeat 1-3 on a different game

6. Type ConnectToMultiplayerServer and hit enter

    To do a different ip address: ConnectToMultiplayerServer host=xxx.yyy.zzz.www

Controls

ESDF to move

Left mouse button to shoot

Right mouse button to dodge (Not seen on client side)

Scroll wheel to switch weapons (Not seen on client side)

P/ESC to pause

~ to bring up console

Issues

I've capped number of players to 4.

Disconnecting players isn't handled correctly

Players dying doesn't allow respawning

Moving to the next map spawns an extra dummy player

Weapons aren't networked

Animations aren't networked