

Jonathan Sarasua: Assignment 4

Due Date 11/16

githb repo: [https://github.com/JSarasua/Guildhall/tree/master/BulletHellDungeon\\_Networked](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
4. Type StartMultiplayerServer and hit enter

You can add arguments after like StartMultiplayerServer port=48000

Copy and Paste does work

5. Repeat 1-3 on a different game
6. Type ConnectToMultiplayerServer and hit enter

### Controls

ESDF to move

Left mouse button to shoot

Right mouse button to dodge (not networked)

Scroll wheel to switch weapons (not networked)

P/ESC to pause

~ to bring up console

### Issues

I've capped number of players to 4.

There is sometimes weird behavior with the third player.

I didn't network the weapon positions on character or animation timing

Enemies only spawn off of the last player and only target them