2020-10-03

Prototype scenes

* Lobby(basic layout)
* PusherJumper
  + Player(no controls)
  + Floor 1 player

Global files “Global” and “Network” configured in autoload

2020-10-04

Basic main menu

Work in pusherJump Gameroom

* Jump to player
* Virtual control
* instance position f player
* added show name to player
* Differentiation of single and multiplayer in test room.

Work in networking: Lobby player name check