Listen Server/Client

- Own PlayerControllers
- All remote PlayerControllers
- Visuals
- User Interface

Client

- Own PlayerController - Own PlayerController
- Visuals
- User Interface

Client

- Visuals
- User Interface

Dedicated Server

- No local PlayerController
- All remote Player Contollers
- No Visuals
- No User Interface

Client

- Own PlayerController
- Visuals
- User Interface

Client

- Own PlayerController
- Visuals
- User Interface

Client

- Own PlayerController
- Visuals
- User Interface