**Multiple Objects:**

Look at the network ids for each of these objects, as well as the four initial objects spawned by the first client.

1. **What does this tell you about the network ids for objects across multiple clients?**

For each network object, the client assigns a unique network id to that object when the connecting to a server. If the client creates a player object that new player object’s ownership is given to the client that instantiated it.

1. **What does this tell you about the ids that each client uses?**

The Id’s are unique, and it makes it easier to call RPC’s on individual objects. Given that these Id’s are unique, and since the Id is an integer that would mean that there is a limit to how many Networked Game Objects you can have in a scene.

**Movement:**

Notice how each object has a NetworkInterpolatedTransform component. Open this component and look at the Update function, as well as the GetSyncData and SetSyncData functions.

1. **Why can each client only move the objects they instantiated?**

The Client that instantiated that GameObject is given ownership over that object by default. Meaning that the client that spawned it is the only one that can move it around in the scene. That is unless the GameObject is a Boss character or some sort of Ai that client can’t explicitly control. In that case the object would still be owned and processed by that client, it just can’t be directly controlled.

1. **How would you develop a game object that either client could move around the world?**

You’d normally limit what each client can do based on if they own that object. In other words, if you don’t care about limiting actions between clients just don’t check if the client owns the object being moved/modified.

1. **How does the NetworkInterpolatedTransform component help with the movement of networked objects?**

It linearly interpolates between that object’s start position and the new position that was given by the server. If it wasn’t there, objects would be snapping to their new positions at an instant instead of slowly moving to that new position.