

# Lab10 - Enhancing the Player Experience

*COMP280 - Multiplayer Game Development*

**Purpose:** Enhancing the Player Experience in a Multiplayer Environment

**Due Date(s):**

- Class Work portion(s): in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM.

**ClassWork (50%):** - Follow the hands-on class work.

**Challenge (50%):** - I will do hands-on for a portion of the lab. Your challenge is to complete the rest by yourself (you still can ask for help when needed). Take relevant snapshots of your work. - The section marked [Optional] (if any) is just that, optional. You can still decide to do it to re-inforce the skills acquired/refreshed so far.

**Deliverables:**

From Lab9 and on, the labs are not individual but **Studio-based** (that is, it's enough for one member of the Studio to upload the lab deliverables). This way the studios can be focused on creating the final project. It is still suggested that you try to do the lab individually as well, but it is not mandatory; it's better for the studio to be engaged as a whole, so you can integrate these enhancements into your final studio game project.

- One studio member submits a .zip of the work folder (including the snapshots document and a short video of the playthrough — ~1').