

# LAB – 4

## SET UP THE FIRST THE MULTIPLAYER ENVIRONMENT

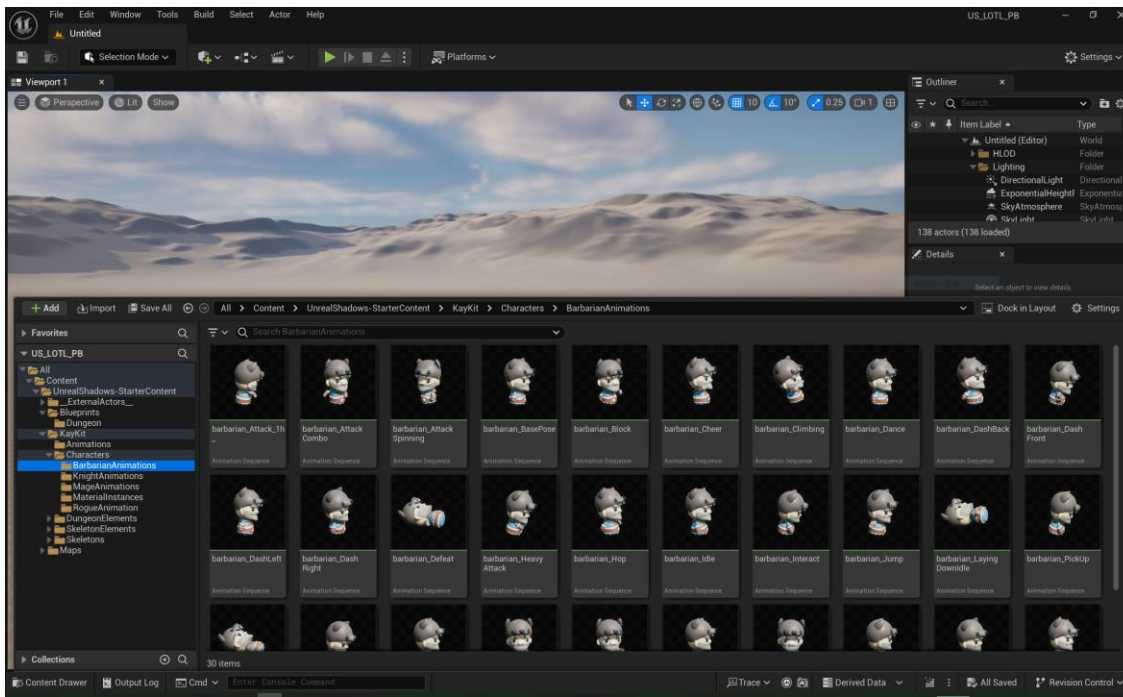


Fig 1.1: Figure showing the contents after importing the Kaykit and other assets.



Fig 1.2: Figure showing the contents after importing the Kaykit and other assets for a map.

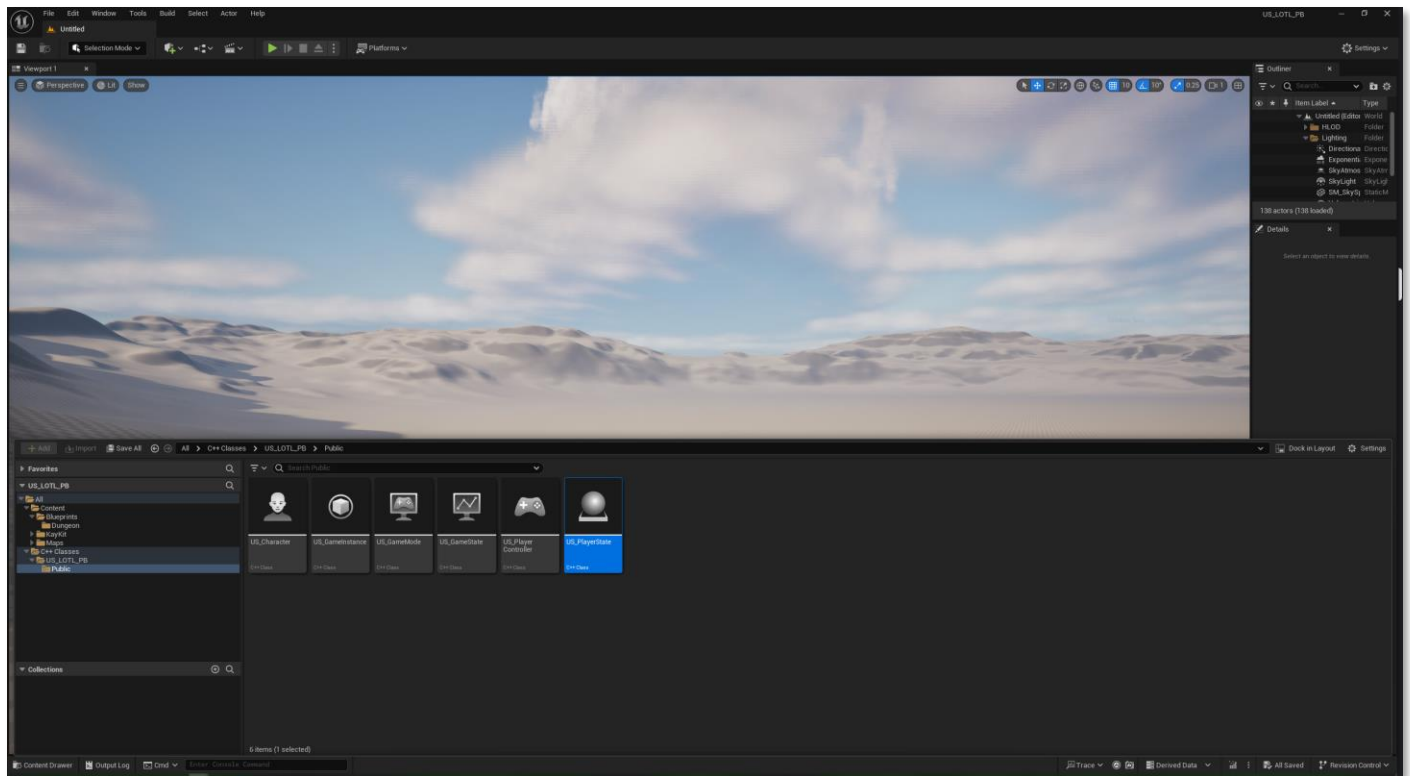


Fig 1.3: Figure showing all the classes made in the Lab

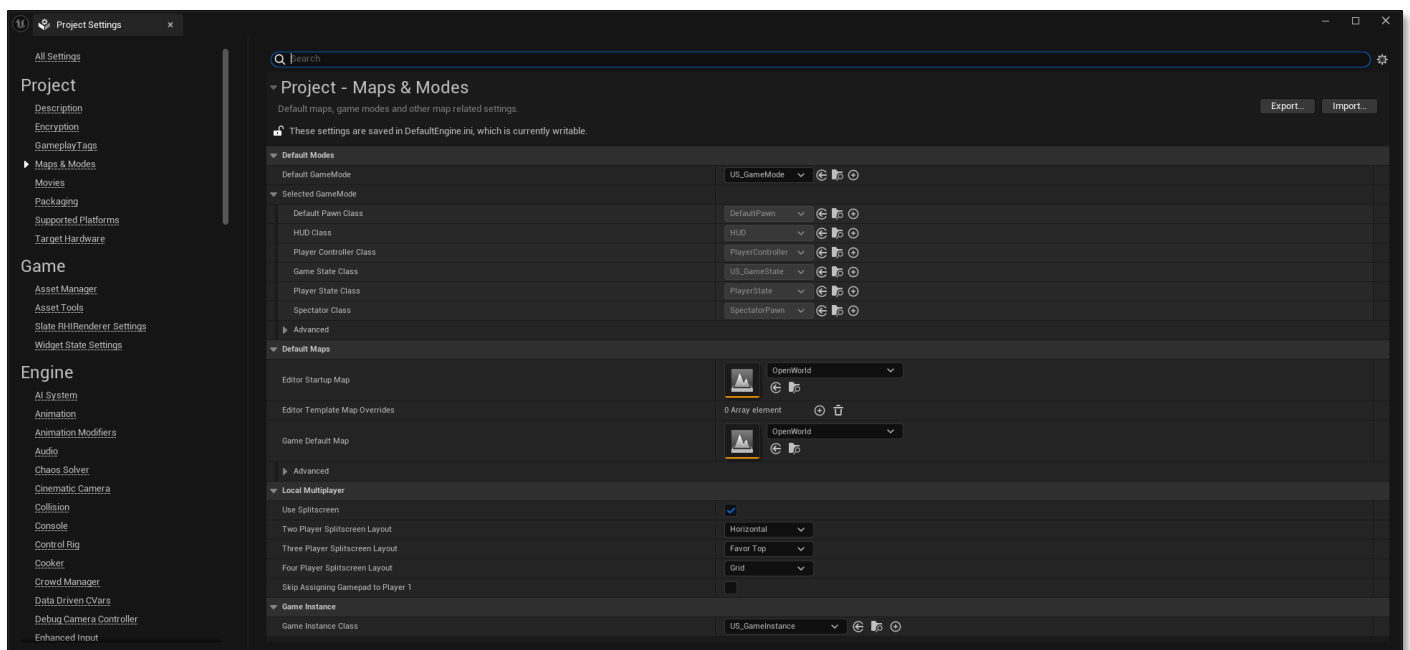


Fig 1.4: Figure showing all assigned classes