

Lab3 - *COMP280 - Multiplayer Game Development*

Purpose: Test Multiplayer System with a Project Prototype

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). - The section marked [Optional] is just that, optional. You can still decide to do it to re-inforce the skills acquired/refreshed so far.

Deliverables:

- Submit a .zip of the work folder (including the snapshots document).