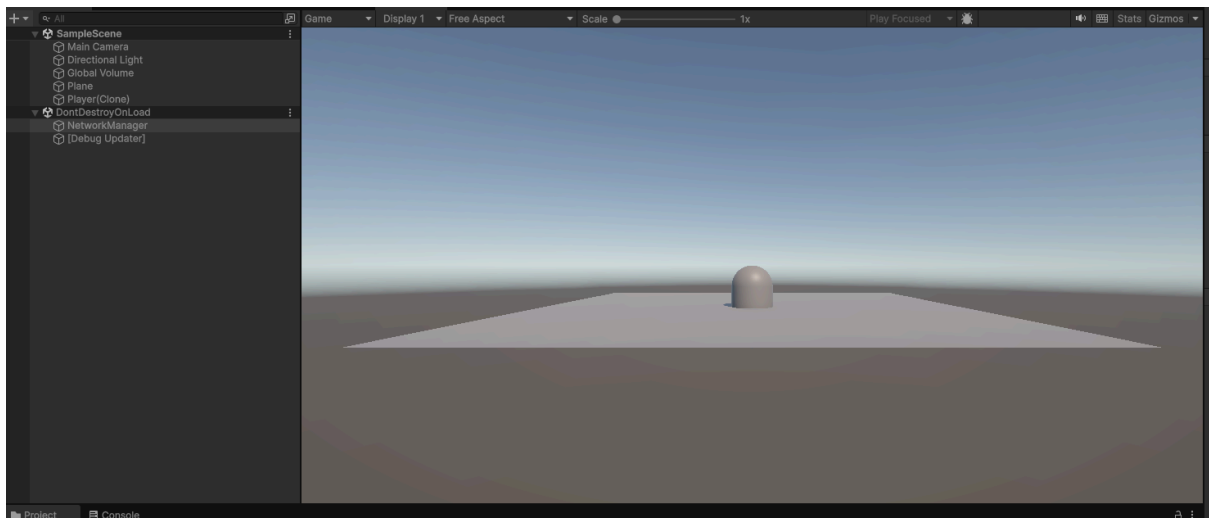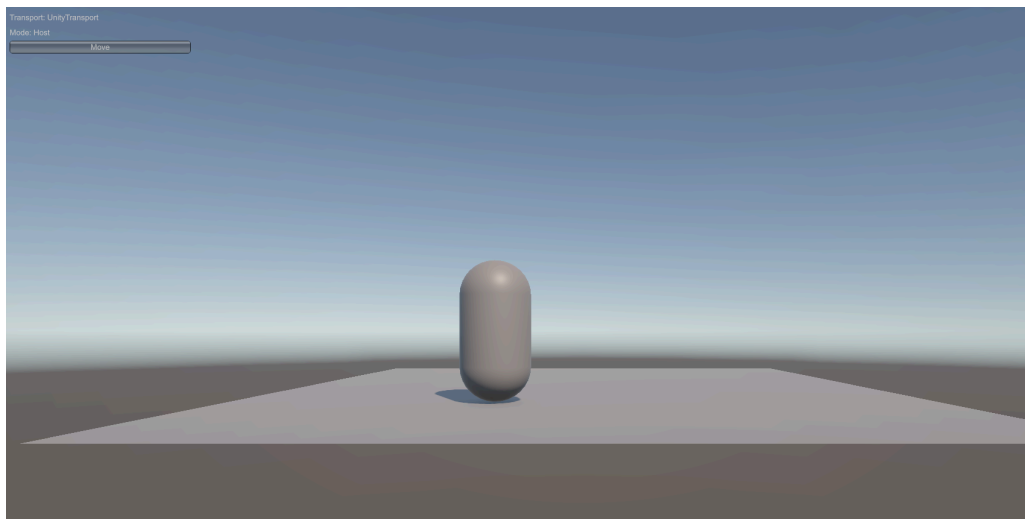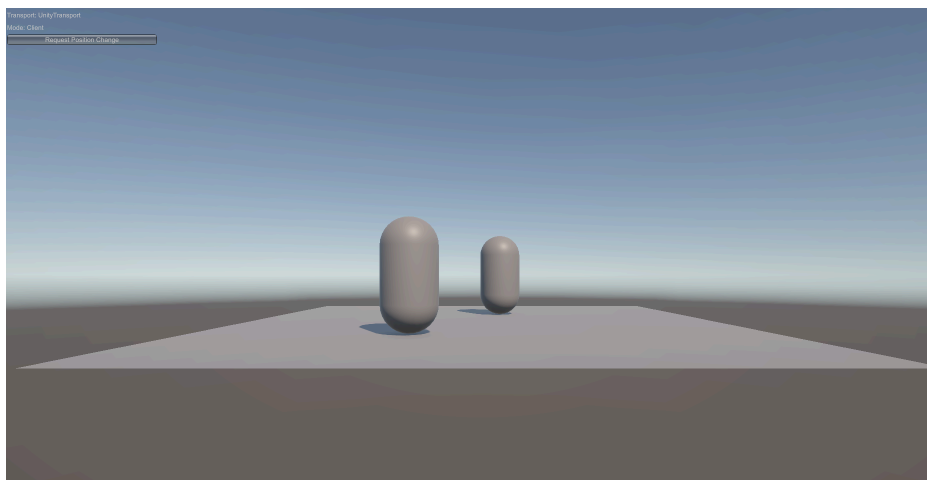# Lab 3

Netcode player object host spawning
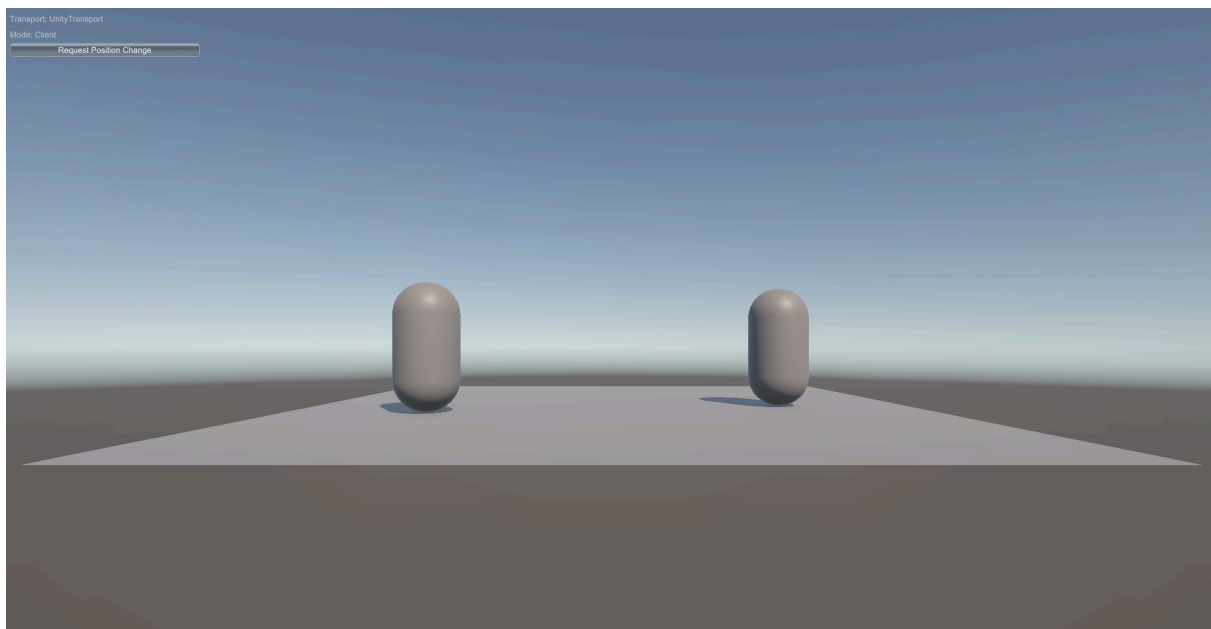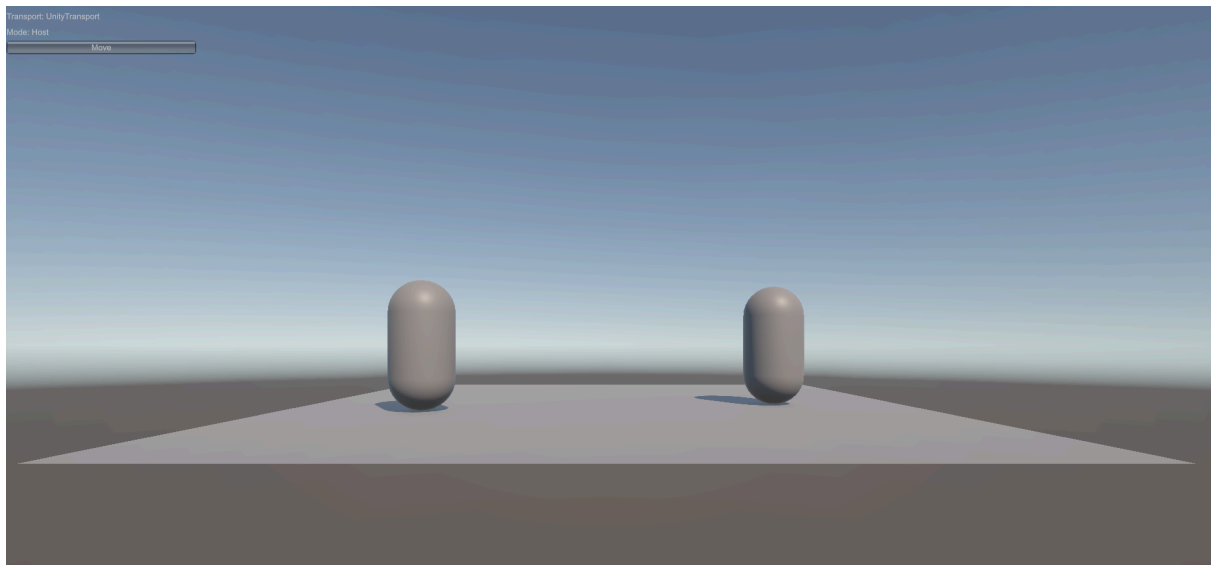

Host running
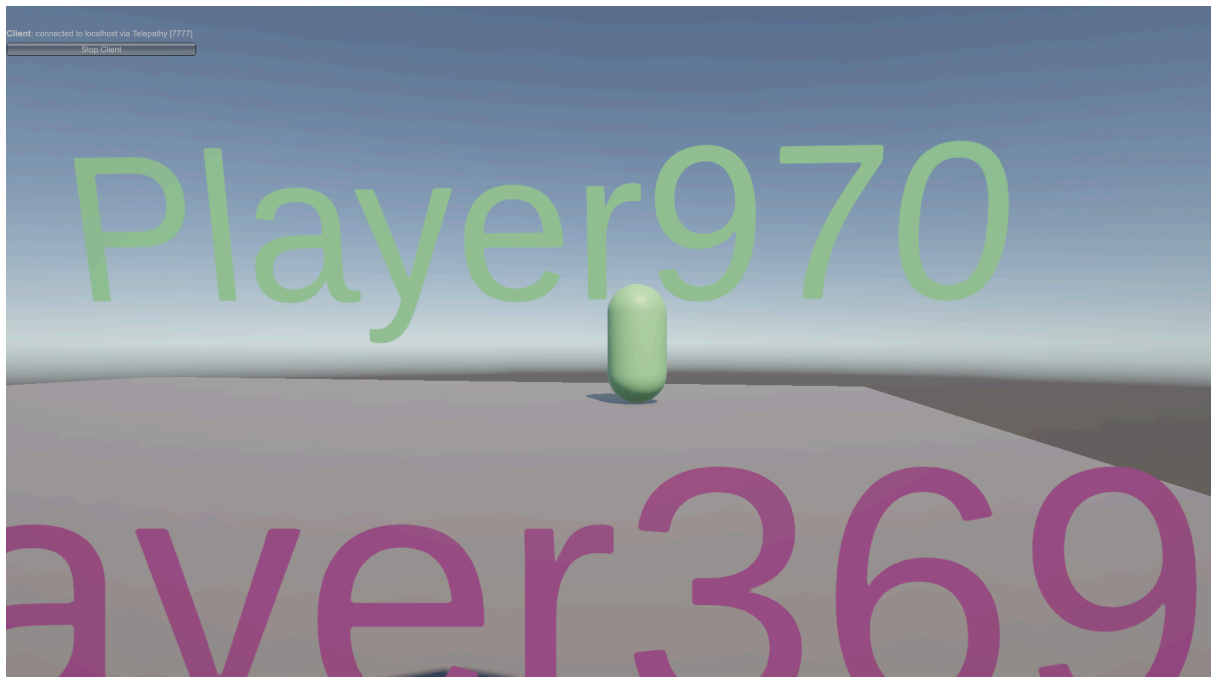

Client joining

Position changing

First person views

Players weapons switching

Changing scenes :

Player529
joined.

StatusButton

ChangeScene

Ammo on guns

Player459   Ammo: 15
joined.

StatusButton

ChangeScene