This folder contains the networked version of Gnome Nightmare

The main files you want to look at for the networking code are:

Agent.cs

Client\_Manager.cs

Server\_Manager.cs

ServerDll.dll

In order to start a networked game, click the multiplayer option and then select if you are a server or client. If you are a server, you will be given an IP that you must input on the client. Once that’s done, click Join on the client and then click Start on the server.

At the moment, our game can handle 2 players simultaneously, but the networking code should be scalable and can be expanded to handle more players. Also, in terms of the DLL, it was written as a C# DLL since it is easier to incorporate into unity.

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