The level used for the Pacman game is the Ms. Pac-Man (2) given to us in the assignment description. It's a 28x31 grid with four loop arounds, two at the top left and right sections of the grid. Two more can be found further down the grid on the left and right as well. To get the game started you must run the game in the Lobby Scene.

For the networking aspect of the game, a unity asset called "Network Lobby" was download. It provided a framework in order to make the game "online". Starting in the lobby scene will open up a "lobby" where you can either host a game as a dedicated server, create your own server, or both host and place the game. In order to join the same session as someone hosting a game from another computer, you must enter the IP address of the computer hosting the game and click "join". This will lead to a screen showing both players waiting to play. Both players must click the "join" bottom to enter a game. A timer counting down from three will pop up. After a moment from reaching 0, the game will start.

Once the game starts, both players will start on the same spot (as the assignment suggested) to make it as fair as possible. The objective of the game is to collect more pac-dots than the other player, each pac-dot holding a value of 10. There are four flashing pac-dots, each one provides speed boosts for 4 seconds. The score for each player are shown on the left and right side of the maze. Once all the pac-dots are eaten, the player with the most points wins the game.

The ghosts do not work. Instead of following its path along the grid, the error "Argument is out of range" was produced and I wasn't able to figure out a fix for it.