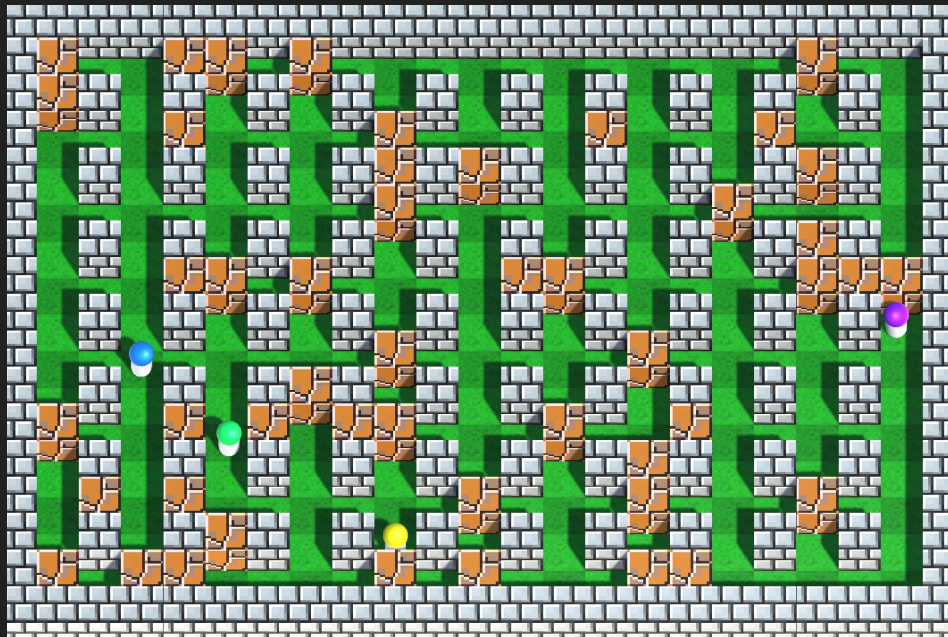


# BomberMage

John Collins, Natalie Nygaard, Nick  
Smith, Tom Tan, Chris Peterson

# Game Features

- 4-player 3D BomberMan implementation
- Same-Network Server
- Lobby system with chat room functionality and separate rooms
- Database storage for account information with hashed data transfer
- In-game powerups
- Latency mitigation via Interpolation



# Obstacles and Challenges

- Connecting across the UCI Network was virtually impossible with our setup
- Hard to work on networking and gameplay at the same time without having one of them already finished
- Difficult to implement global networking without third-party servers or applications



**Looking for Server...**

# Accomplishments and Lessons Learned

- 3D Game!
- Chatroom functionality
- Learned how to use Unity's low-level network layer
- Learned how to communicate with differing schedules
- Learned how to assign workload... and how not to.

