

# BomberMage

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# Work Completed

Design Document

Unity Transport Layer

Packet Class

Server and Client Setup



Start  
Server

Start  
Client

# New Features List

Design Document that states our plans for the game.

Clients search for an active Server.

Clients are asked for Username and Password.

Server sets up a game (without a lobby) for clients to connect.

Packets are sent across the Unity Transport Layer.

# What we will work on next

Fully implement a multi player networked version of the game.

Add in a lobby system that users enter once they login.

Introduce stats such as kills and deaths and display them.

Add in win detection and score tracking.