# Network programming for Games

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### Introduction

The game is mainly designed for communication with a focus on accessibility. The players will use emotes / animations of the character to express thoughts and emotions, more so than words. This eliminates language barriers and allows players of a wide age range to connect.

### Development Process

Overview of the game design

Implementation details of the network features

Synchronization

### Struggles and Issues

Challenges faced and solutions implemented

### Conclusion

Reflection on learning experiences

### References

[Dedicated game server sample | Unity Multiplayer Networking (unity3d.com)](https://docs-multiplayer.unity3d.com/netcode/current/learn/sample-dedicated-server/)

[Client-server topologies | Unity Multiplayer Networking (unity3d.com)](https://docs-multiplayer.unity3d.com/netcode/current/terms-concepts/client-server/)

[About Netcode for GameObjects | Unity Multiplayer Networking (unity3d.com)](https://docs-multiplayer.unity3d.com/netcode/current/about/)