

Spencer McKean

GitHub: <https://github.com/s-mckean52/Guildhall/tree/master/Doomenstein>

Instructions:

1. Launch the first instance of the app
2. Game will launch in single player mode
3. Press '~' to open of the dev console if not open
4. Type the command "start_multiplayer_server" to start an authoritative server
5. Open another instance of the application
6. Open the dev console again
7. This time type the command "connect_to_multiplayer_server" to connect to the existing authoritative server