1. Team Composition: Mihaiuc Tudor 3B1
2. I will try to implement a multiplayer 5 vs 5 shooter game that will have multiple maps (hopefully) and maybe an ability to play versus bots.
3. Each player enters the the lobby and then the lobby master starts the game. There will be two teams of 5 players that will try to kill eachother with multiple guns
4. <https://blog.counter-strike.net/>

<https://playvalorant.com/en-gb/>