Simple multiplayer with capture the flag.

Template: Provided C++ First Person Shooter Template.

Game mode: Capture the Flag.

Each player should be assigned to one team: Home team (blue), Away Team (red)

Mechanics: Shoot, Jump, Run, Steal flag, Capture flag, Return flag, Death, Respawn.

The final result must be delivered in source code form and packaged win64 game.

Game flow:

Startup: Press key to continue -> Main menu -> Lobby -> Match -> Game shows winner player -> Main Menu

Startup (game mode with empty map):

Map is provided at: /Content/Maps/Startup

Simple widget where the player must press a key to start the game.

Main menu

Map is provided at: /Content/Maps/MainMenu

A simple map can be used as background with a transparent menu or an empty map with a full screen opaque menu.

Should use it's own GameMode.

Menu Options:

- Create game: Creates a session, opens the **lobby** map, and waits for another player.
- Browse games: A list widget is shown to the player with all the sessions in the network. The player should choose one from the list and the game starts the connection process.
- Quit: Quits the game.

Upon creation or connection to a game the player should arrive to the lobby map where only camera shows both players.

Lobby (game mode with some map where you see both players.)

 The game must wait for another player to arrive and show both players character. As soon as the second player arrives the game should travel (**seamless travel**) both players to the gameplay map. If another player does not connect in 3 minutes the session should be closed and the player transported to the main menu.

Gameplay

Map is provided at: /Content/Maps/Gameplay

Capture the flag. Simple map with two flags. Whoever steals the flag most, wins.

- Gameplay time: 1 minute.
- Players: 2
- Player drops carrying flag upon death.
- One player should not be able to capture the enemy flag if it's flag is not at his base.
- Player returns it's own flag by walking through it.
- Player should have 100 points of HP.
- Damage should be taken from weapon projectiles (10hp each)

HUD

An SVG file will be provided with the necessary graphics. Icon textures are already in the project.

Elements:

- Crosshair.
- "Home" (blue) and "Away" (red) teams score.
- Time left for match to be over.
- Amount of player's health.
- Flag icon when player is carrying the flag.