Assignment 2 Documentation

Basic Features

- Can connect more then 2 players onto the server
 - $\circ\quad$ When a new client pops out it will then add to the list of players.
- Shoot missiles
 - o Missiles sync with each other/ move the same within the clients connected
- "Boom" when missiles collided with something
 - Everytime the missiles hit something, it will create the boom effect