

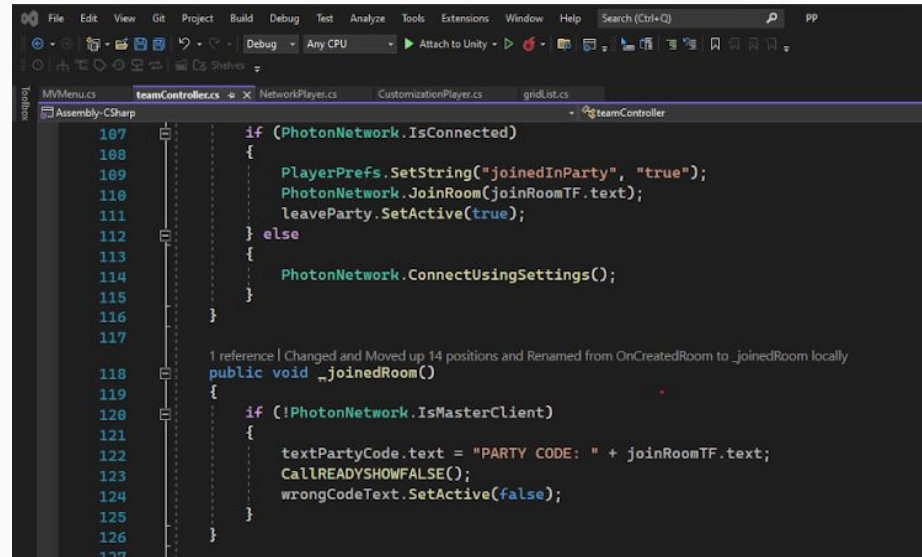
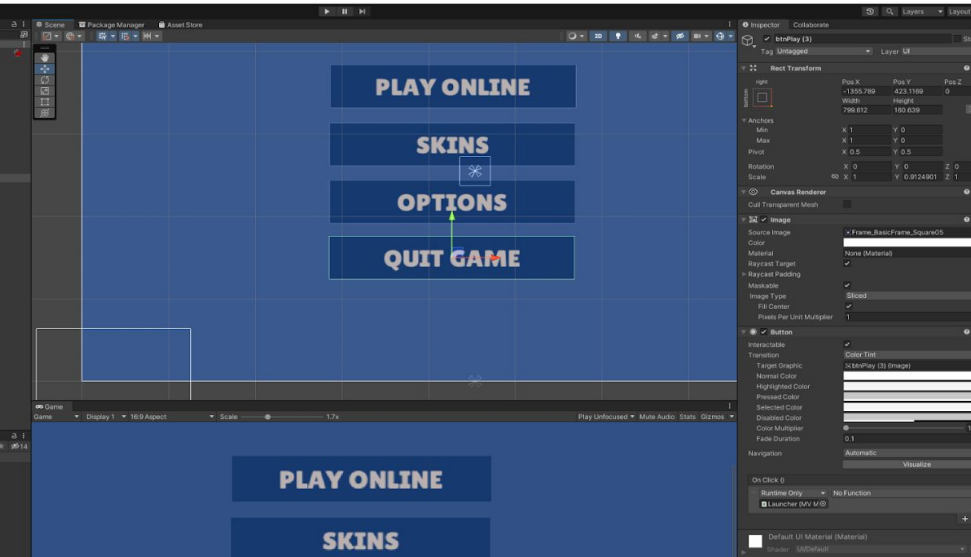
Personal Project

Denis Riho



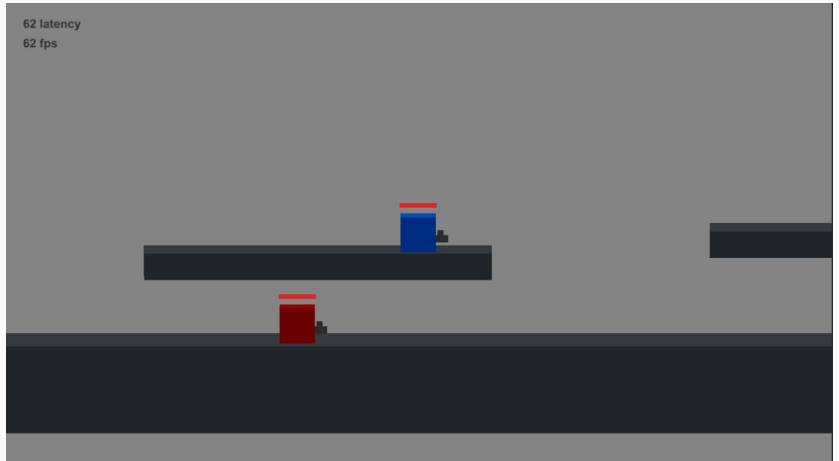
Learning goal

- Learn how to make an online multiplayer game



Product goal

- Creating a functional 3D multiplayer game that anyone could play together online



Inspiration

Some of my inspiration for the game includes

- Games that I previously played before
- My interest in computers, programming and game development
- Interest in networked applications

Thanks for listening!