Multiplayer support for Blastronaut game

Blastronaut is a 2D mining game in a procedurally generated alien world. It will be released in Steam platform this fall and the web demo version can be played in here: https://optimatica.eu/projects/blastronaut/
(sounds might not be working properly on some laptops)

Project goal
The goal of this project is to add multiplayer support for this game using Steam SDK. The game is made in Godot game engine that provides multiplayer development tools. The team also has to integrate the game with steamworks multiplayer services that allows players to establish peer-to-peer connection with each other. The team should not make it from scratch but instead consider existing solutions like https://gramps.github.io/GodotSteam/

Requirements
- The players can connect to each other using Steam lobby browser and invite friend functionality provided by steamworks
- Each connected user will have its own character and resource pool
- The environment destruction and resources are synchronized between players
- Machines are synchronized between players

We also have a new Game Engines course this semester where we have 4 practices dedicated for teaching the basics of using Godot game engine. But it is not a very hard engine to learn on your own.

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