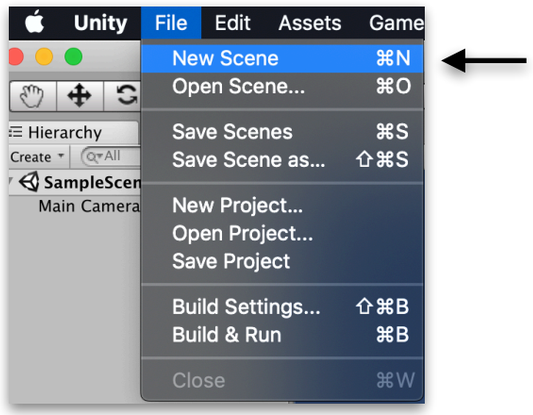
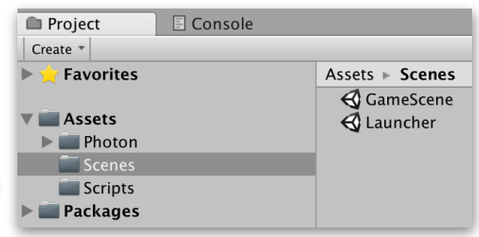
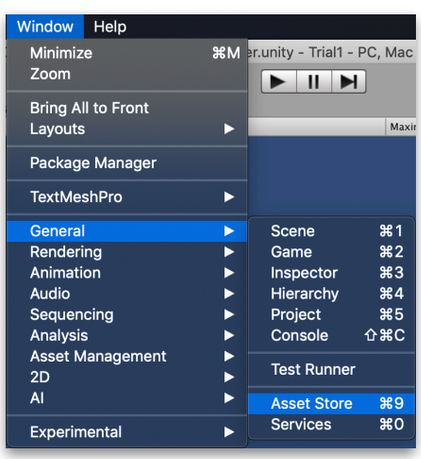
Unity Project Setup.

- Download the latest unity version. (I am using Unity 2018.2.16f1)
- Create a 2D unity project.
- In editor Create a new Scene.



- Save the scene and name it ‘Launcher’
- Repeat the above two step and create ‘GameScene’
- Double click ‘Launcher’ scene to open it.
- Open Asset store in unity.

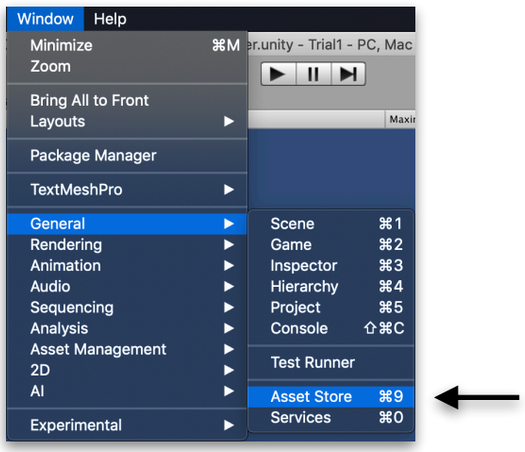




https://github.com/moonfrog/gdc2018_pingpong

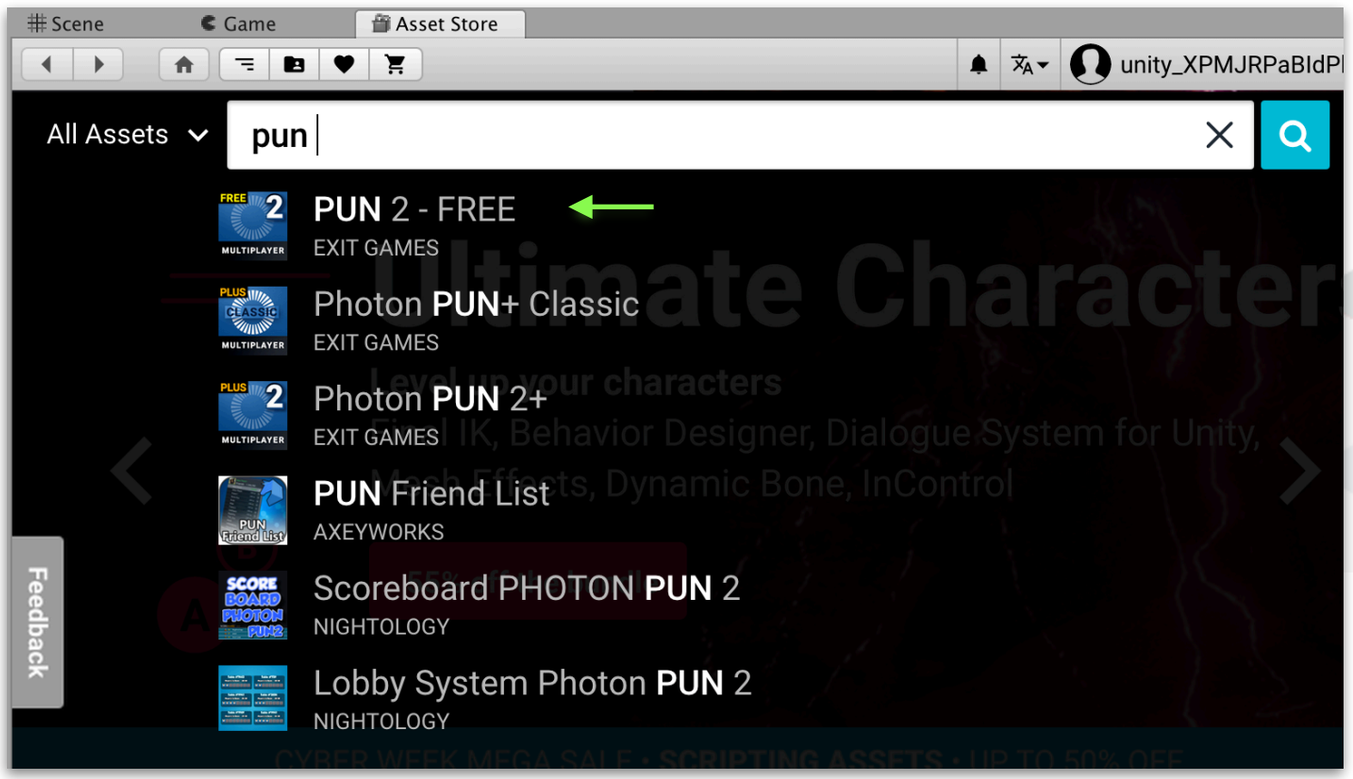
Photon Setup

- **Open Asset store in unity.**



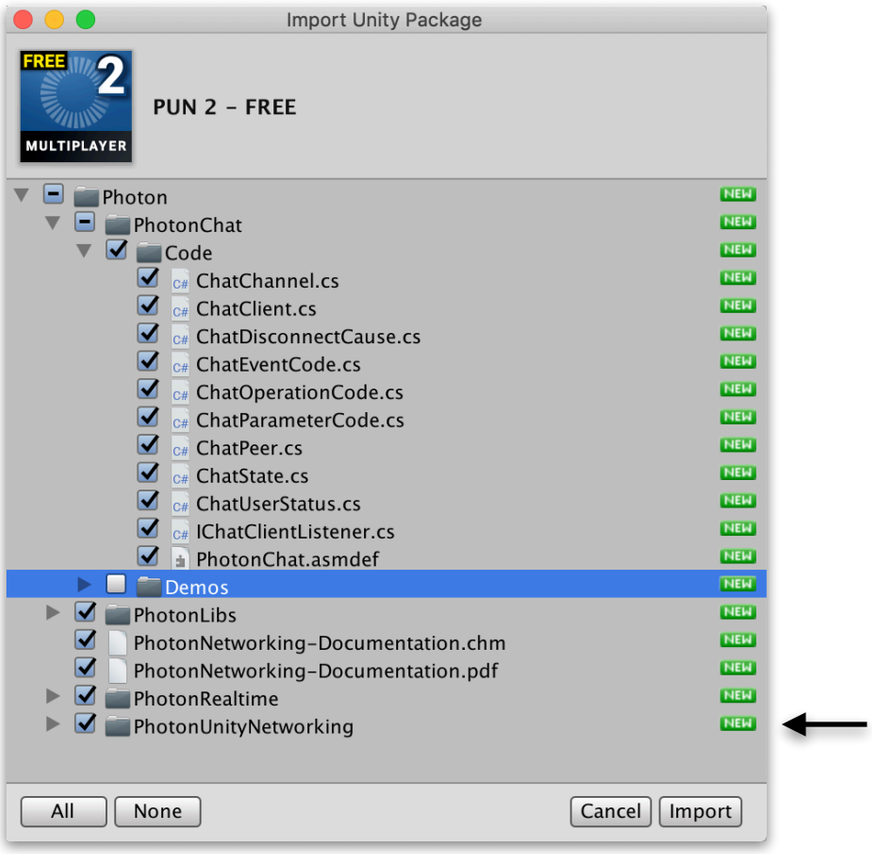
- **In Asset store search for Photon plugin Or simply time ‘pun’**

- **Select ‘PUN 2 - FREE' from the list**

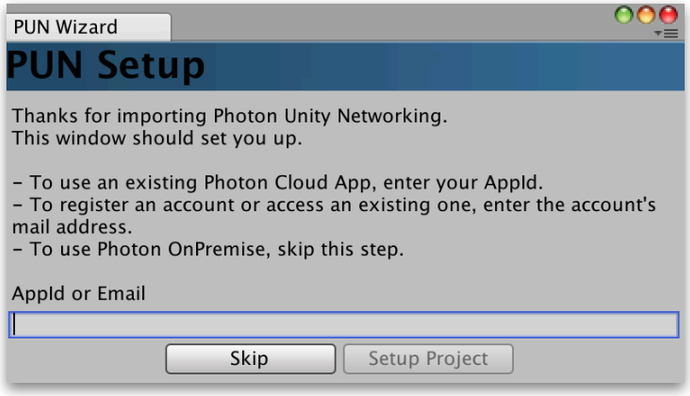


Photon Setup

- **Import Photon plugin to your project**



- **After Import the PUN Setup Wizard will auto launch.**

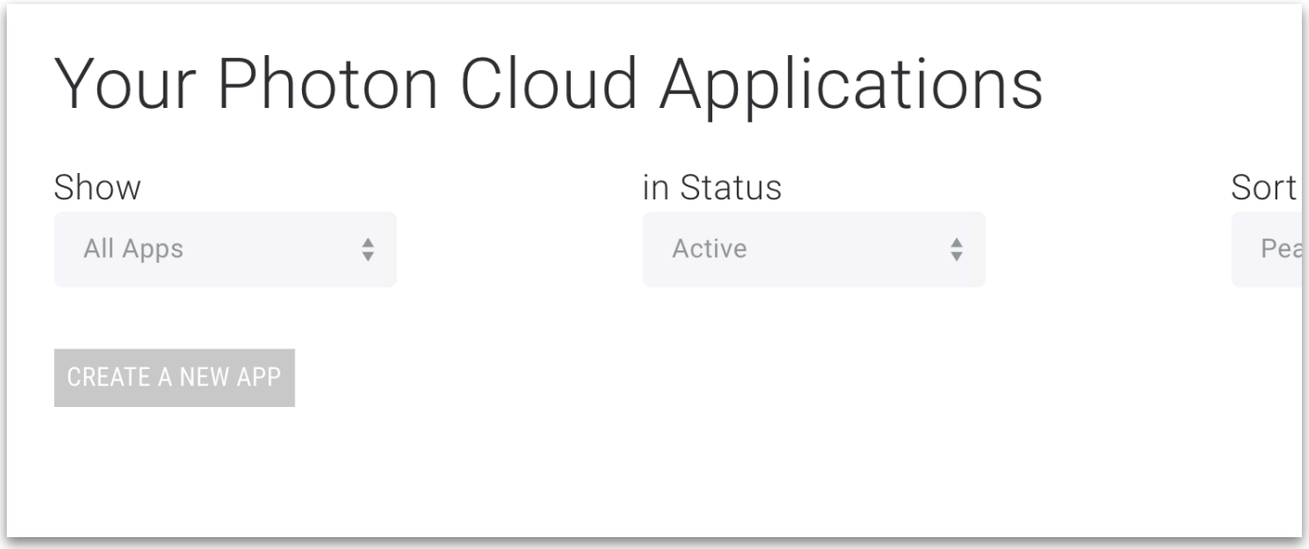


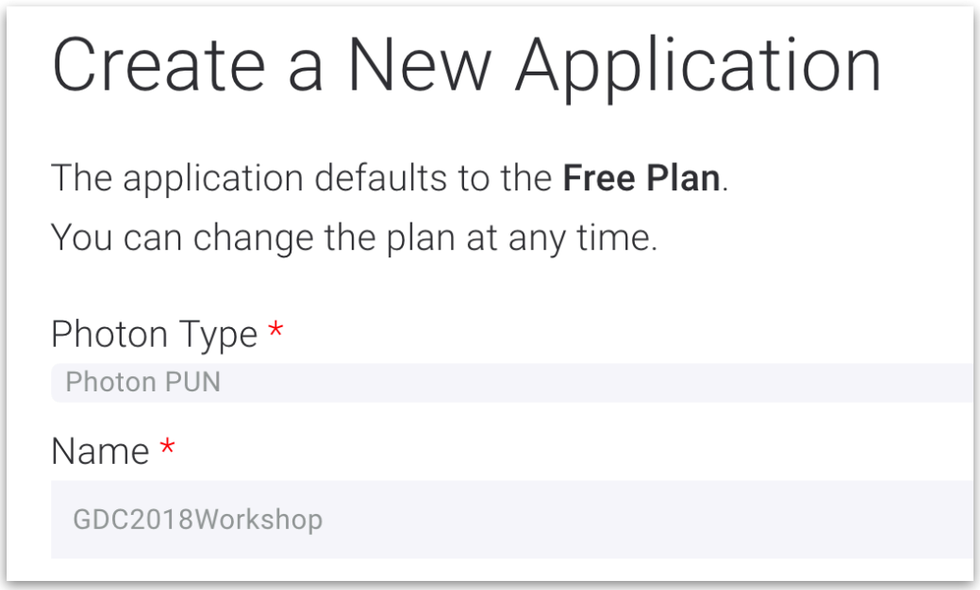
- **Register your mail id on Photon website to access its dashboard.**

https://dashboard.photonengine.com/en-US

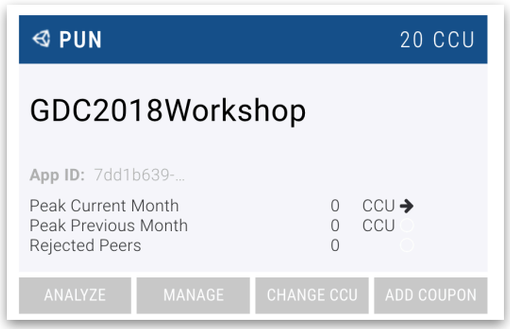
Photon Setup

- **Create a new App in photon dashboard.**





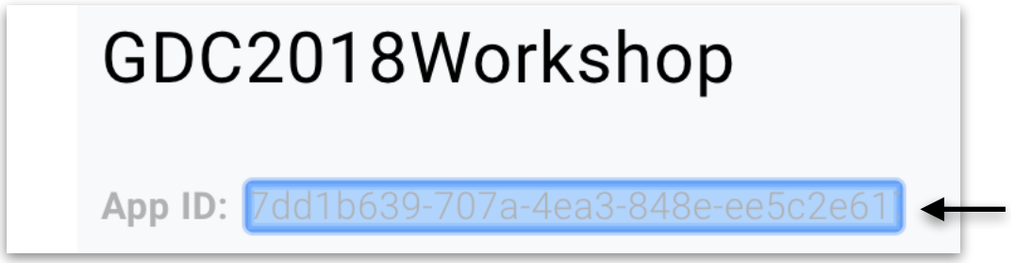
- **Choose Photon PUN and provide a name (Give project name)**



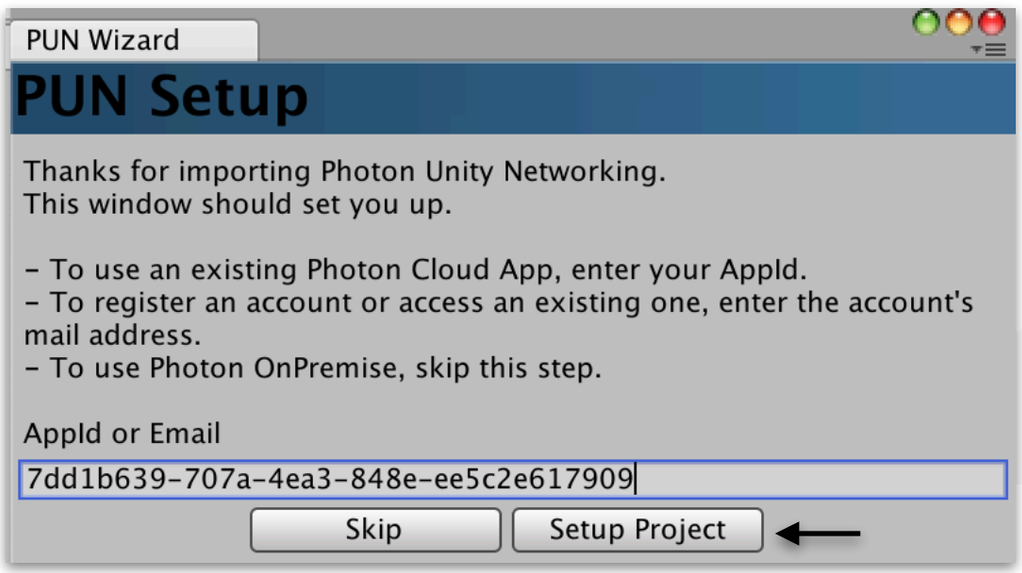
On Success you can see your new app like this.

Photon Setup

- **Copy the AppID**

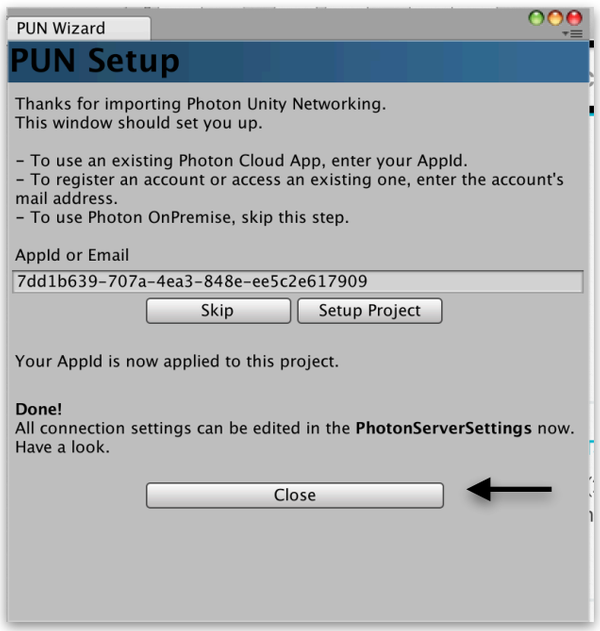


- **Go back to unity editor and paste the AppId in to the field specified. And Click Setup Project.**



Photon Setup

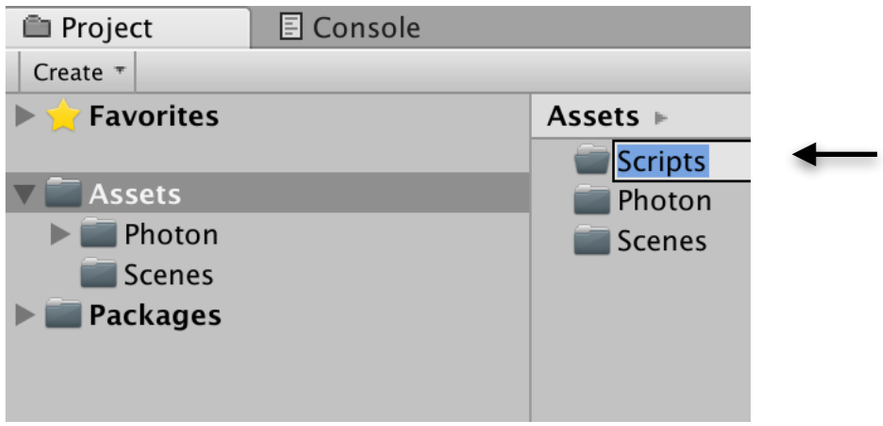
- Hurray …



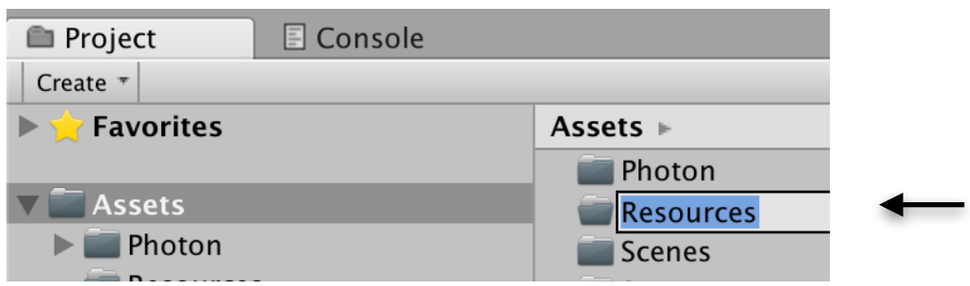
- Close the wizard view

Asset Folders

- **Create a ‘Scripts’ folder under ‘Assets’ to store all our source code.**



- **Create Resources folder for Photon serialisable objects.**

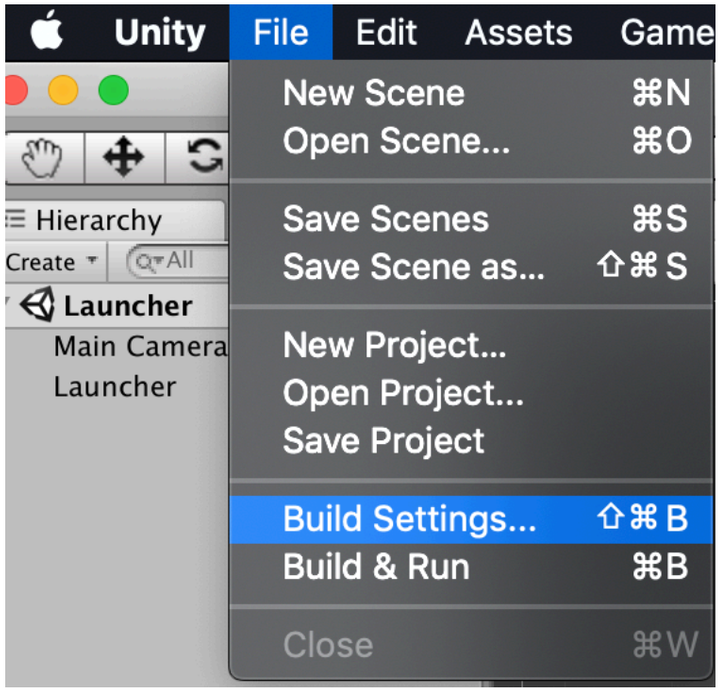


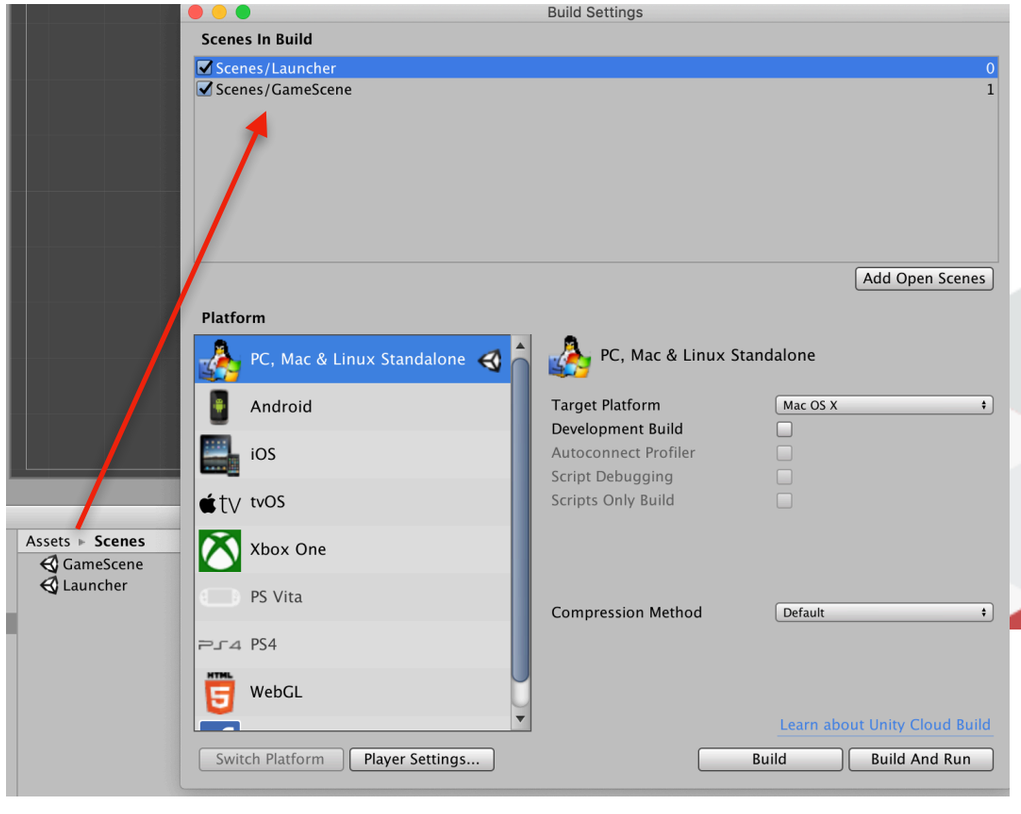
Launcher Script

- Create a ‘Launcher.cs’ script inside ‘Scripts’ folder.
- Create child name ‘Launcher’ in hierarchy view and attach ‘Launcher.cs’ script to it.

Scene setup

- **Add both Launcher and GameScene to build settings.**

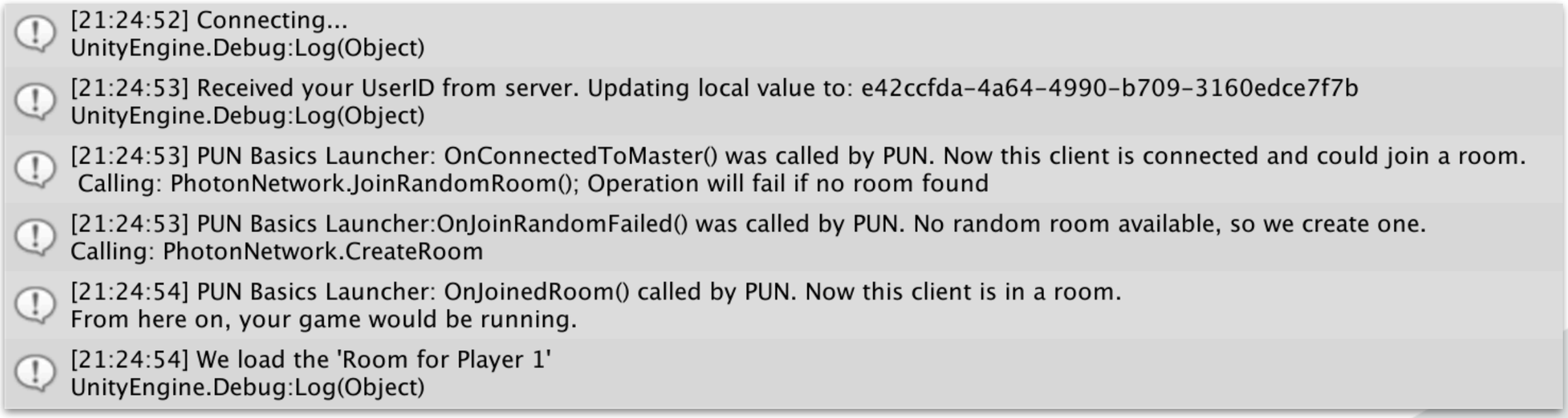




- **Drag drop both the scenes to build settings.**

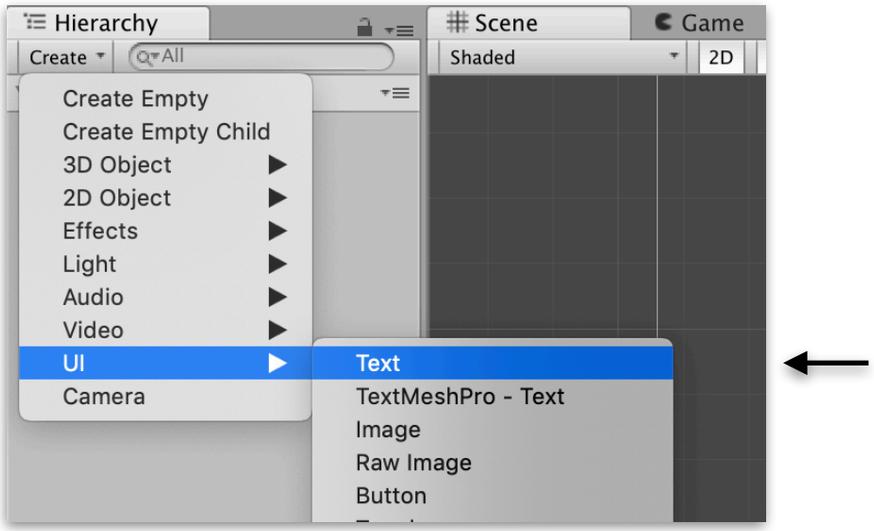
Checking PUN Integration

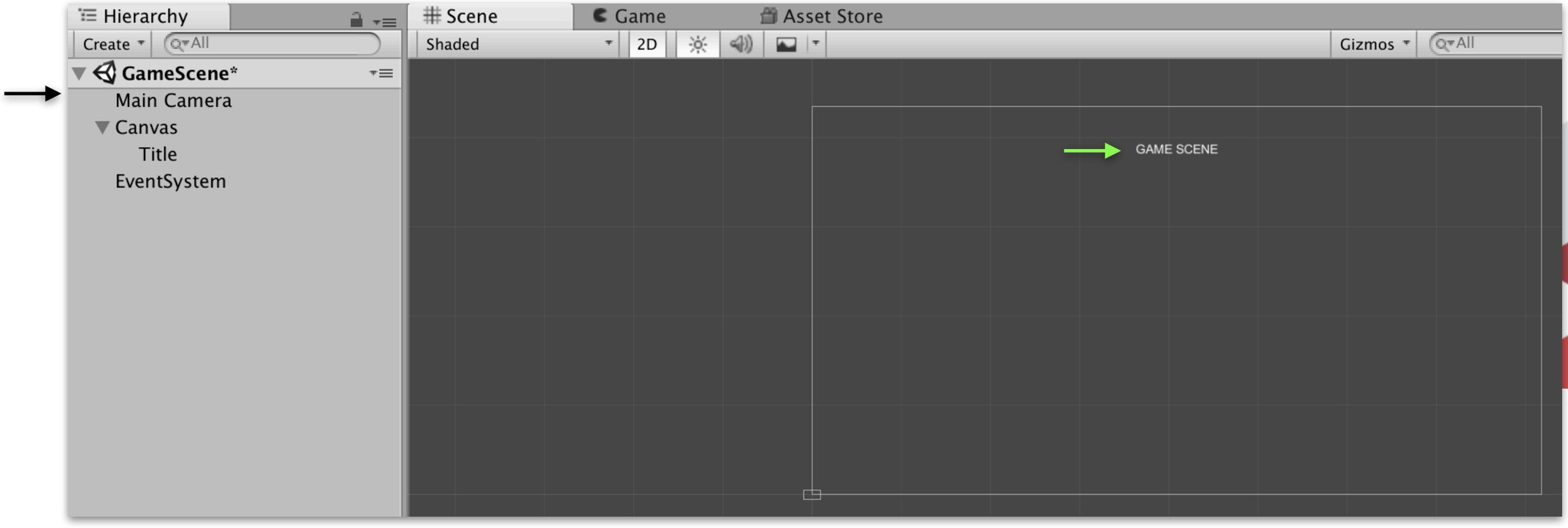
- **Now Save and Run the project. Make sure that you are in ‘Launcher’ scene before running the project.**
- **You can see the following output in console on success.**



Game Scene

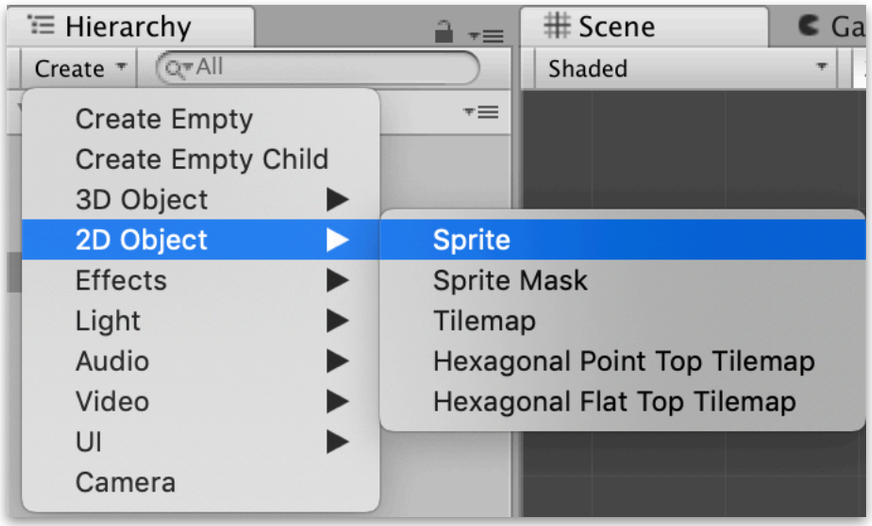
- **Create a text in hierarchy view for our title**



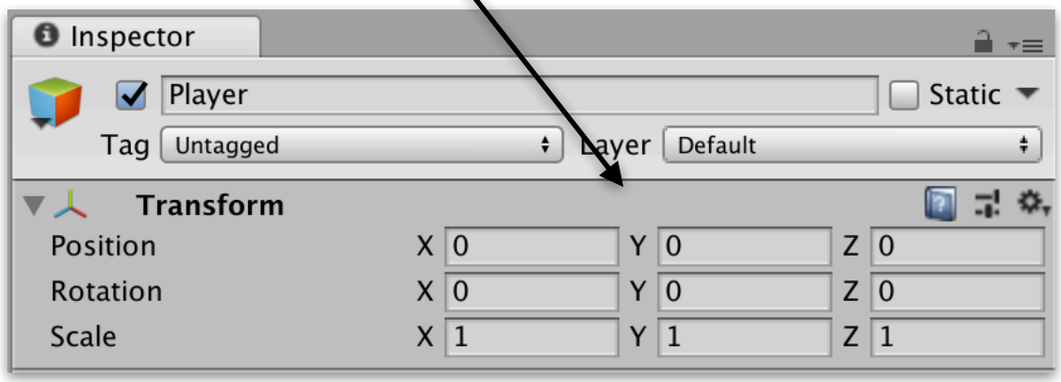


Create our player

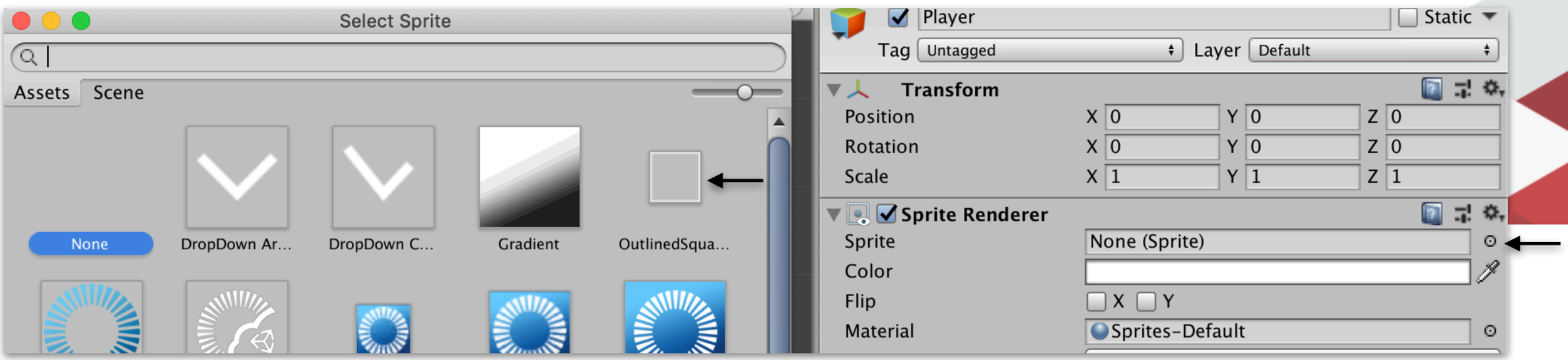
- **Create a sprite object.**



- **Make sure the transforms are identity.**

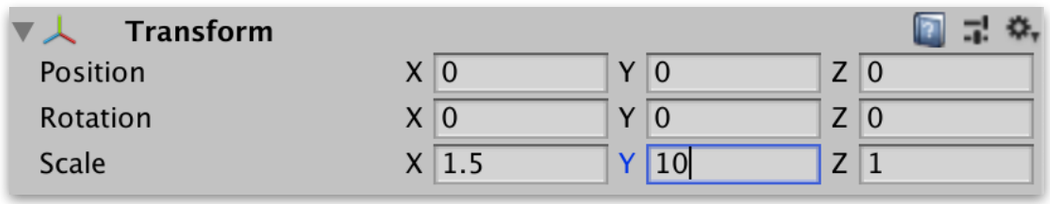


- **Select OutlinedSquare sprite for our player.**

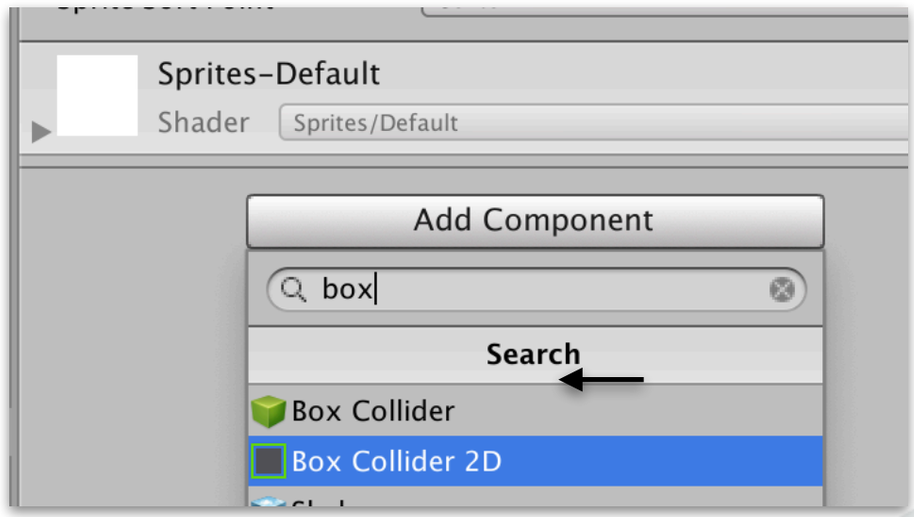


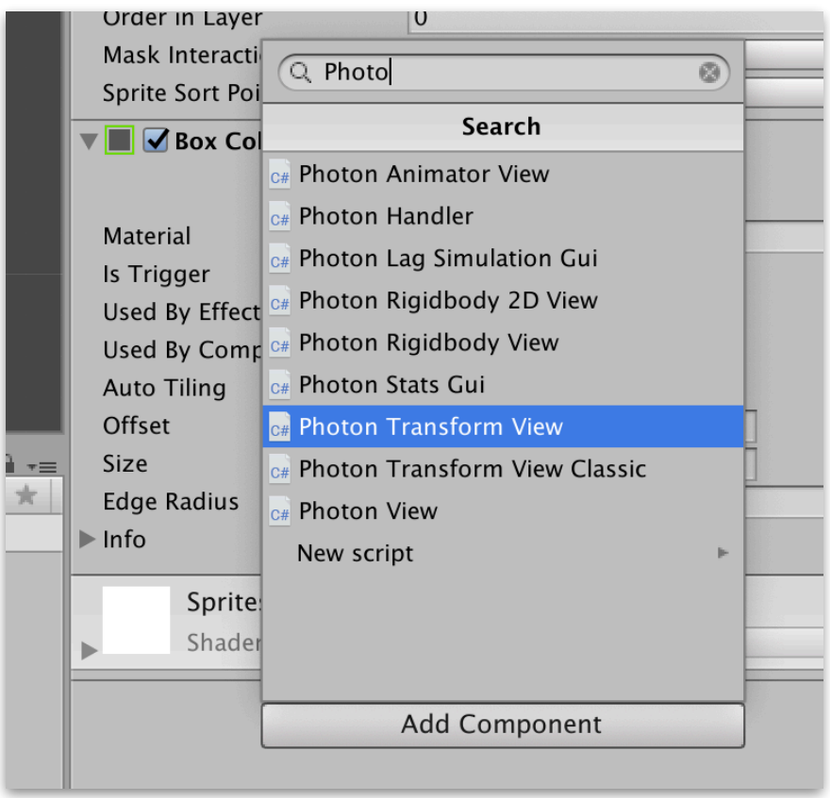
Create our player

- **Put the scale to (1.5, 10, 1) for our player game object.**



- **Add a Box collider 2D component.**

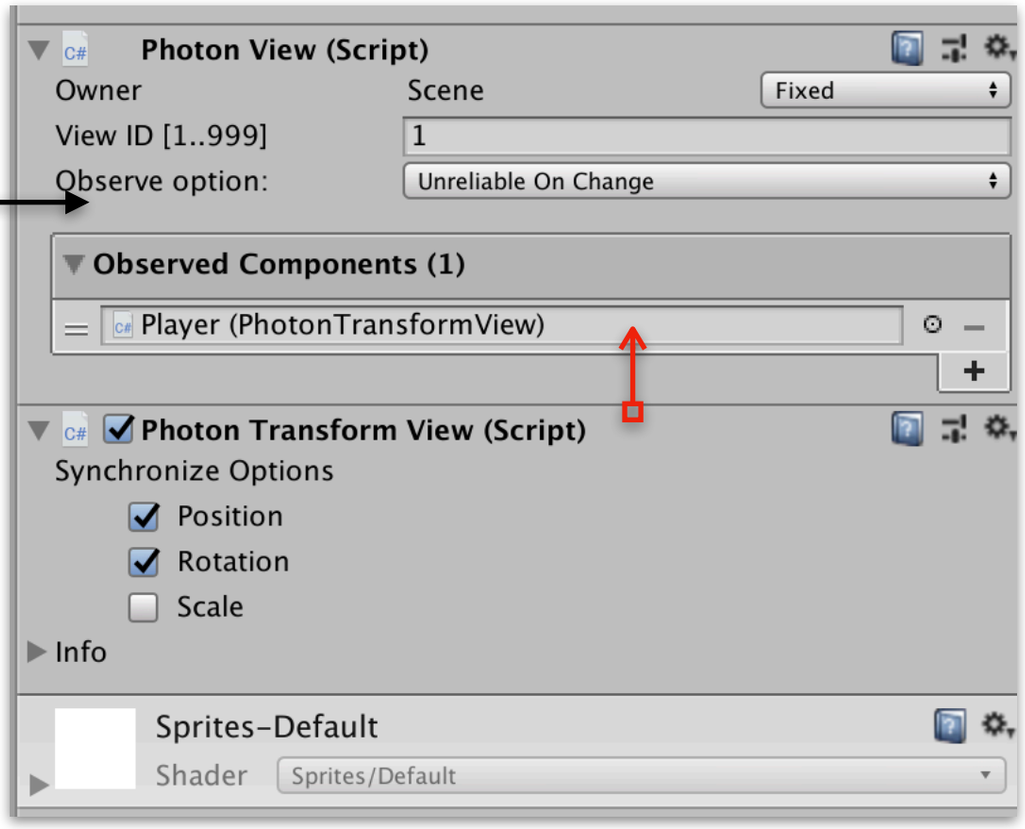




- **Add a Photon Transform View to our player.**

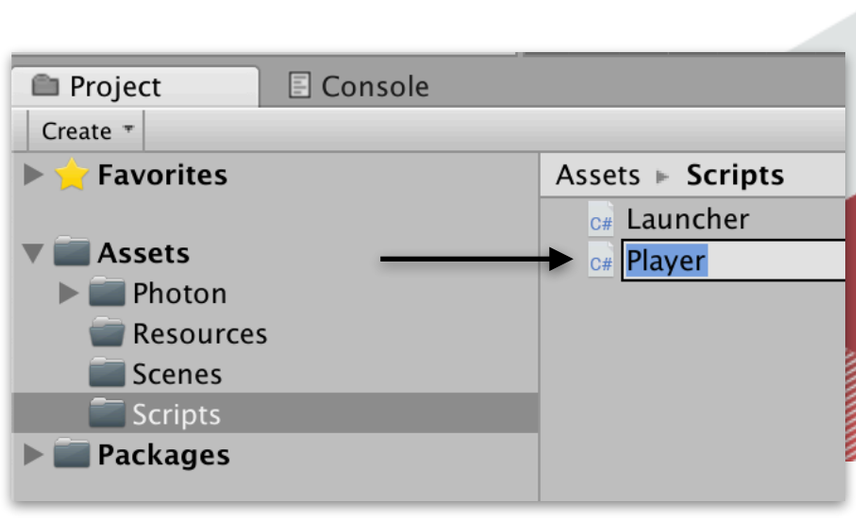
Create our player

- **Drag drop the Photon Transform View script to Observed Components list.**



Change to ‘Reliable Data Compressed’

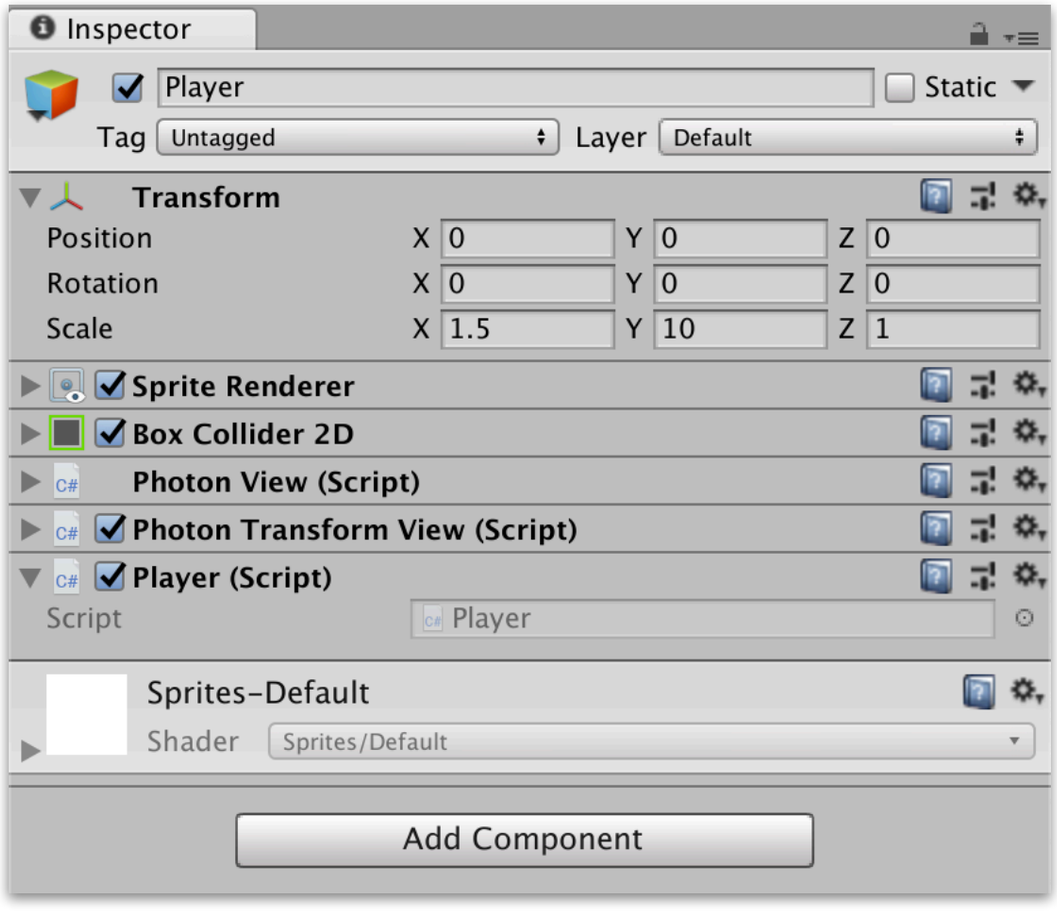
- **Create ‘Player.cs’ file under ‘Scripts’ folder.**



- **Attach ‘Player.cs’ script to our player using ‘Add component’ in property panel.**

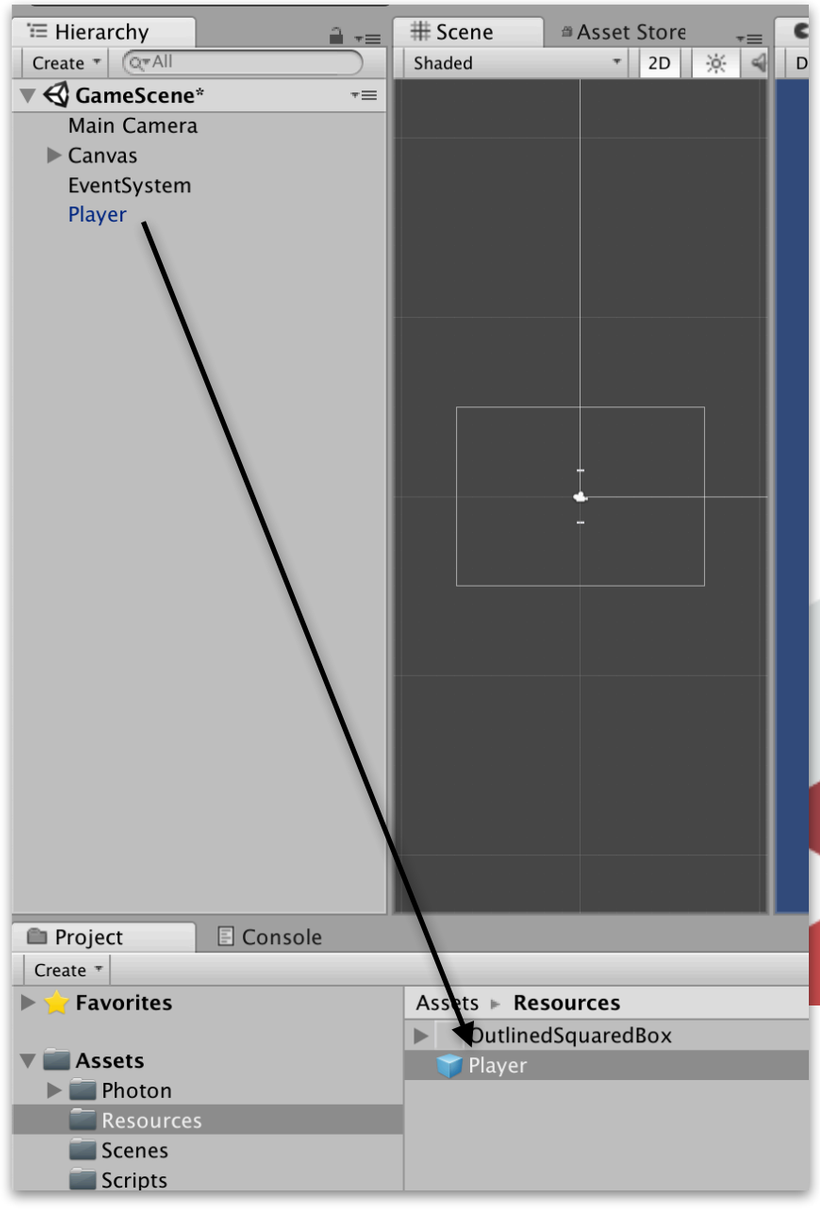
Create our player

- **Our player has following components attached.**



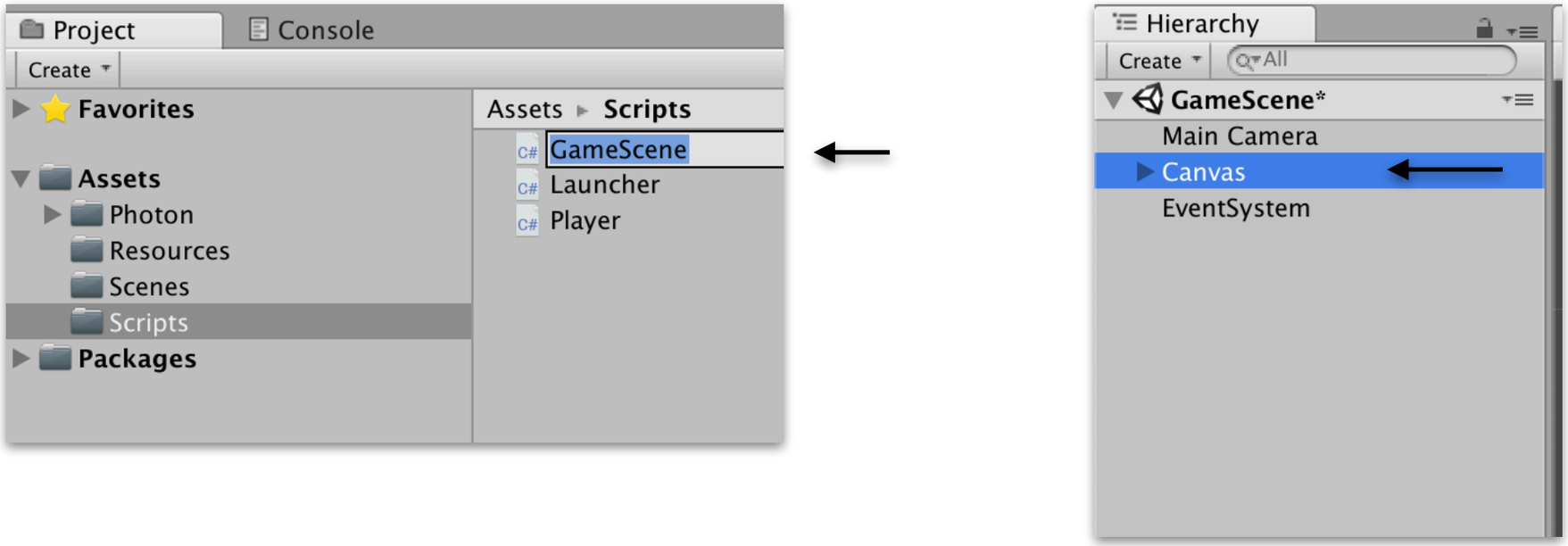
- **Create Player prefab of our Player game object in Assets/ Resources folder.**

- **Delete the Player from hierarchy view.**

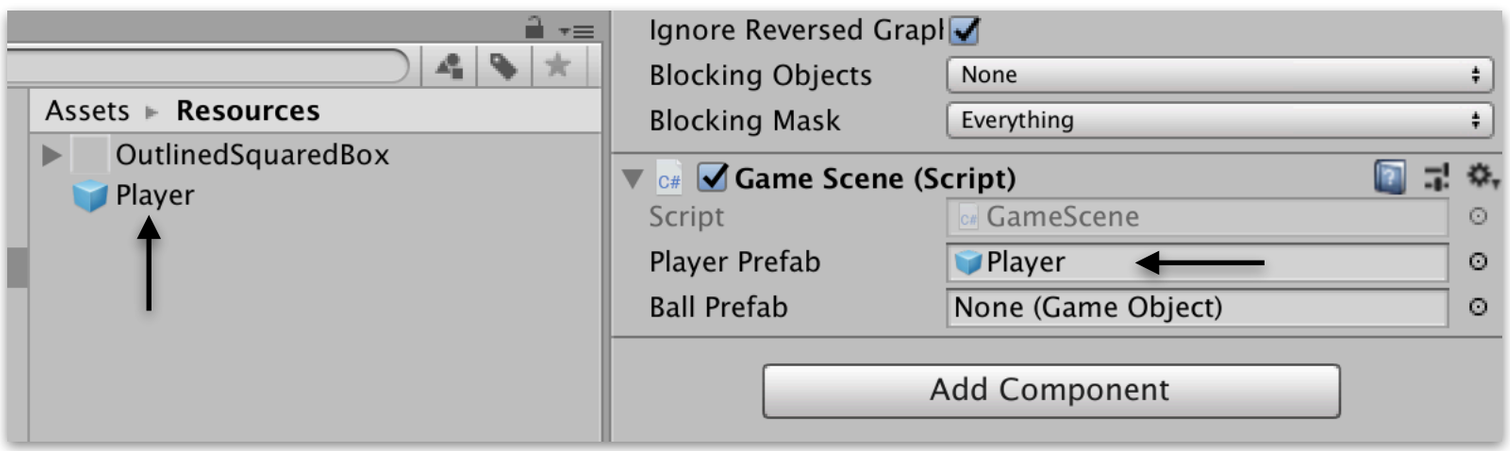


GameScene.cs Script

- **Create ‘GameScene.cs’ file and attach to our Canvas**



- **Drag-drop ‘Player’ prefab from Assets/Resources folder to GameScene script’s ‘Player Prefab’ field.**



Test Run

- Save GameScene (Command + S)
- Open Launcher scene
- Click on Play button to test our project.