**AGGP 225**

Final Project

Photon Pun v2 documentation can be found [here](https://doc.photonengine.com/en-us/pun/current/getting-started/pun-intro).

To test your work, make a build of the project and run both the build and through the editor.

# Project Requirements

Create a multiplayer game using Photon PUN!

You have the freedom to decide what kind of game this will be, however there are some requirements:

* The entire game is networked, and only a few things can be disregarded
  + A lot of sounds can be skipped; weapon sounds will need to be networked
* There must be a main menu, lobby, and gameplay scene(s)
* There must be a winner to the game
* A chatroom must be utilized somewhere
* Sound is used; both background music and sound effects
* Game cycle (live/death, main menu > lobby > gameplay > lobby) should work as expected
* Should handle all crashes/fails as expected
  + This is usually done by loading the main menu by default

Your project concept will need to be approved by me; it CANNOT be a replica of what we created previously in this course.

# Extra Credit

* You can support voice chat using Photon Voice
  + This is a lot of work to set up; I can help with any questions you may have on this
* Have multiple game modes

# Due

The Final Project Concept is due 11/03.

There will be check-ins every week.

This project is due at the beginning of class during the week of 12/14; you will be presenting your project.