**AGGP 225**

Lab 2: Creating a Chat Room

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

There is a demo build of what this lab should look like located in the Lab 02 folder.

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

\*\*\*This is a two-week lab.

# Lab Requirements:

Create a chat room using Photon PUN.

# Part 1: Using the Previous Lab

Use the previous lab (connecting to master & room) as the basis of this lab.

You should have a Main Menu and Chat room for scenes.

# Part 2: Creating the Chat Room

Using RPC’s, create a chat room that:

* Only allows 4 players
* Send/receive messages
* Saves a username at the Main Menu screen and displays it in chat
* Handles Disconnection/Join failures
  + In almost all cases these events should cause the game to reload the Main Menu screen and restart the joining master/room process

Documentation for RPC’s can be found [here](https://doc.photonengine.com/en-US/pun/current/gameplay/rpcsandraiseevent/).

# Due

This lab is due at the beginning of class on 9/22 (two-weeks).