# Unity – Networking

PhotonNetwork will be used as the Network connector. PhotonNetwork is downloaded as a plugin form the assets store for free but I have already included it in the project.

References:

<http://docs.unity3d.com/ScriptReference/Network.html>

<https://unity3d.com/learn/tutorials/modules/intermediate/live-training-archive/merry-fragmas-multiplayer-fps-3>