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Member



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01.

Language support

Unity support C#. With C# .NET library

02.

Editor

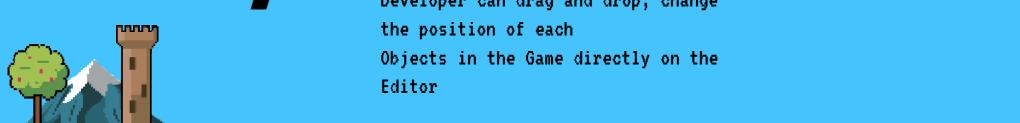
Developer can drag and drop, change the position of each

03.

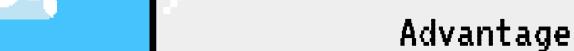
Multi-Platform

The game developed can run on most OS as Desktop or Mobile or Web.

Free











01.

NoSQL

03.

Cloud Database

mongoDB

02.

Bson structure object

Binary type of Json

=> Storage more data than JSON

04.

Free













Compete with other player

Pick ability object on map and push another player to ocean

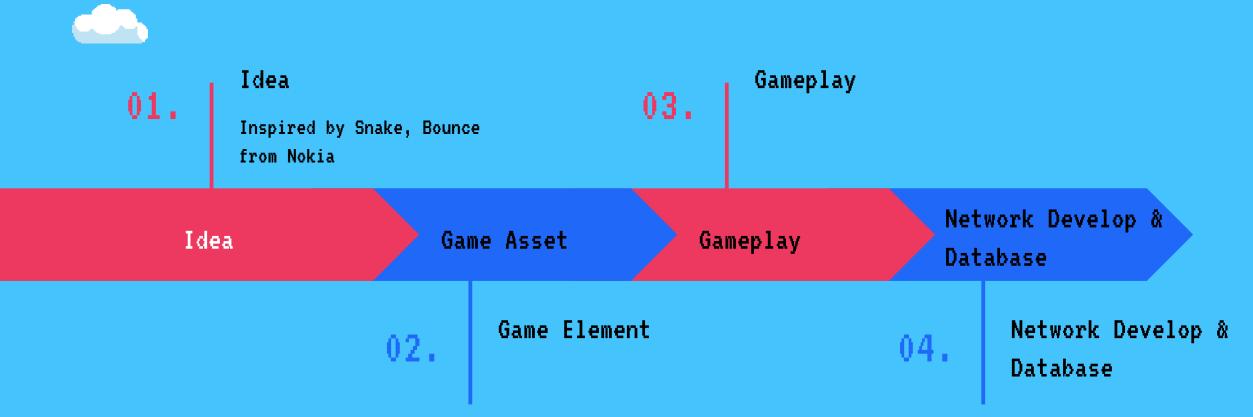
Reach to the top of the rank

Top 5 player that have the most point will honored on leaderboard









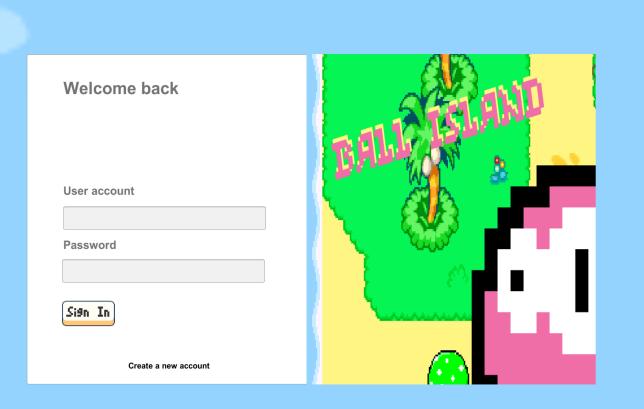








Log in & Register Interface









Join Server & Server ' Available Interface





Server Available

IP: 26.191.34.211

Part: 1604







Map



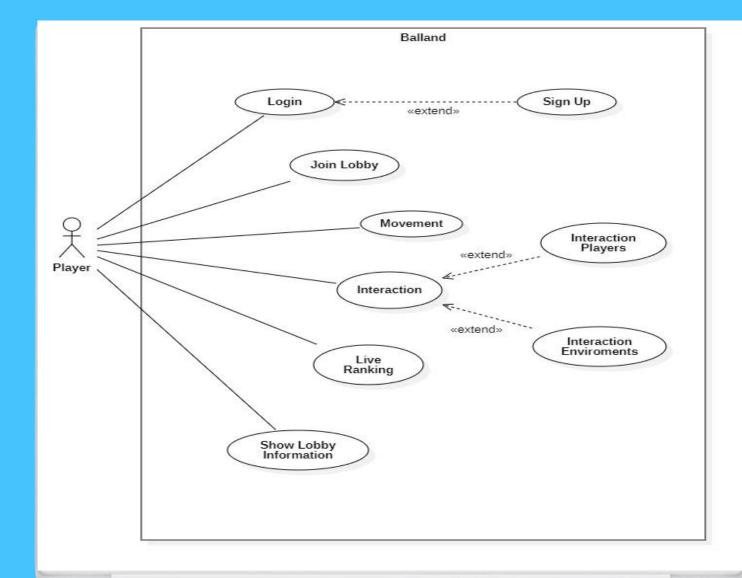








Game Use Case







Game Element



Player/Enemy





Ability Object

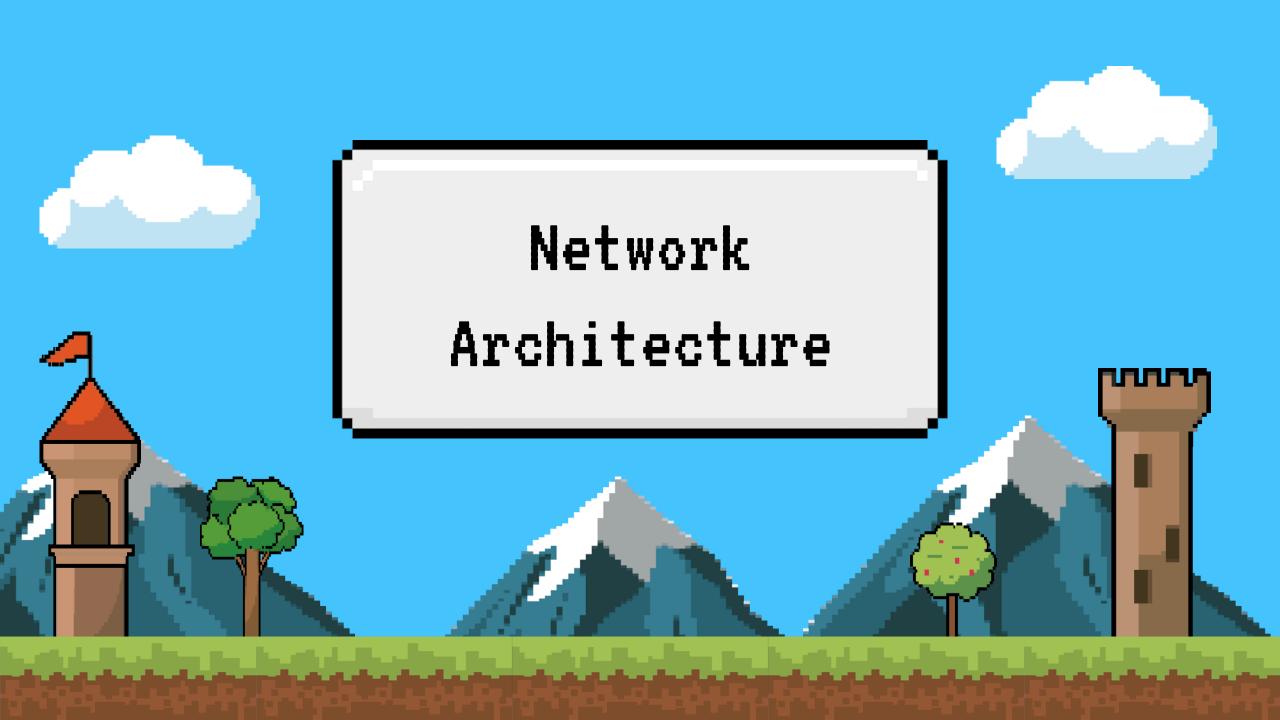


Bot Enemy

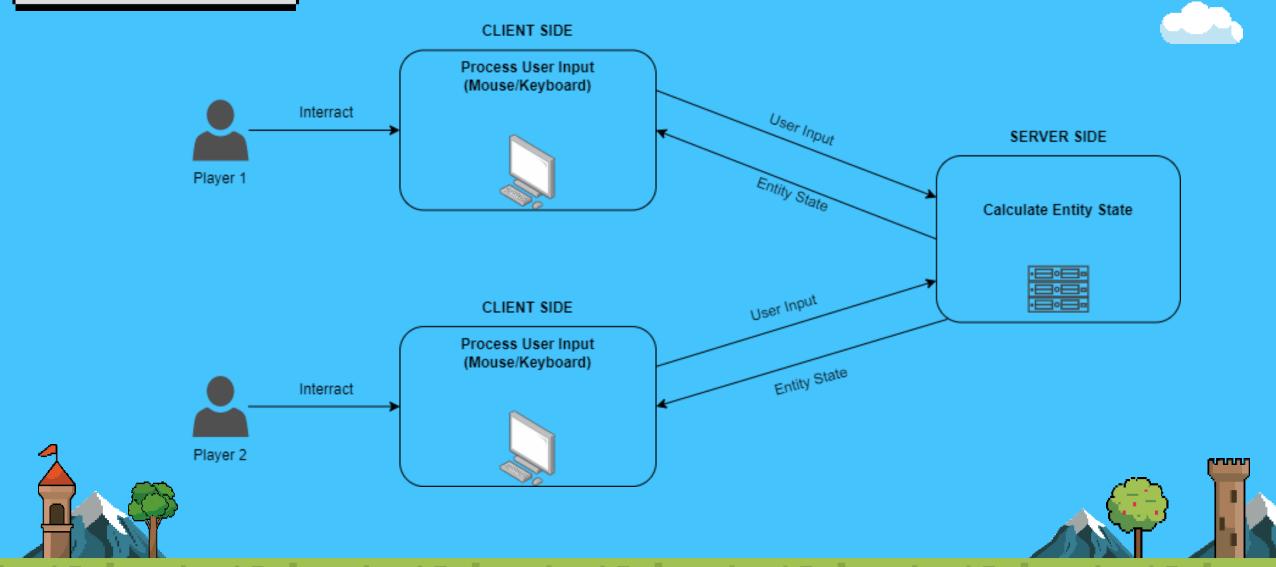


Bouncing Murshroom

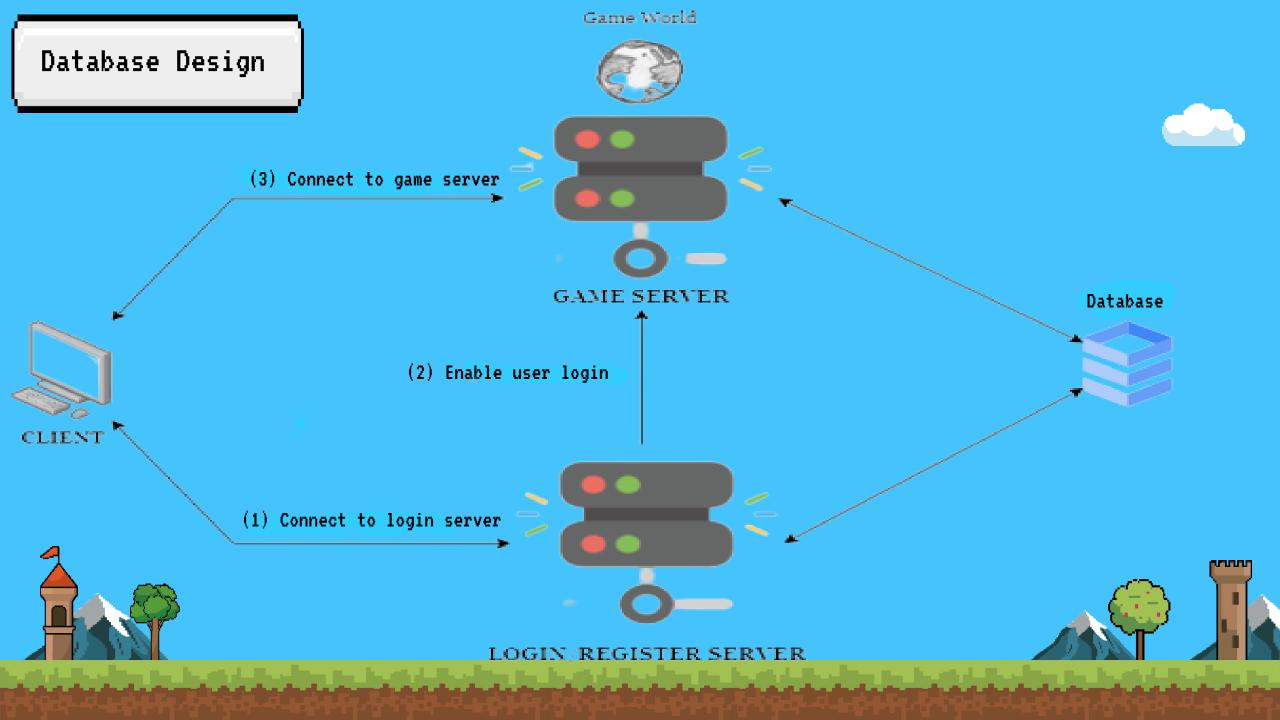




Client — Server Communicate













66

_id: ObjectId('646f1bcd3dbacf2aacd75d4e')

username: "kaimink"

password: "57484F150FF9D26EA0549E31CF2F5C1767E351BDACA9B554BB530089A1031808"

salt: "5/25/2023 3:26:53 PM"

isOnline: "false"

Point: 2
Death: 6

99

- KaiMink











66

_id: ObjectId('646c74c6cca217246c849516')

IP: "26.191.34.211"

port: "7777"

status: "offline"

99

- Duukie









66

_id: ObjectId('646f1bcd3dbacf2aacd75d4e')

username: "kaimink"

password: "57484F150FF9D26EA0549E31CF2F5C1767E351BDACA9B554BB530089A1031808"

salt: "5/25/2023 3:26:53 PM"

isOnline: "false"

Point: 2
Death: 6

99

- Aku





