**Quantum Zoo Ability-Based Arena Shooter**

-Collect mass the same color as the spawn area (increase mass and health) and shoot it at other players (decreasing mass)

-Look at TANKS!!! For powerups and progression, round sphere textured animals with different stats

-Quantum Ability powerups similar to Battleheart, level gaining/growth mechanics similar to Agar.io, shoot-on-the-roll play style, crazy particle effects & camera shake similar to oink-royale

-Name to grab attention: e.g. Quantum Cruisers, or could incorporate Microsoft brand into name

-focus on a casual on-the-go game for all ages, which is easy to play & hard to master, with continuous opportunity to learn and delve deeper. Making people care about quantum physics

-teaching about hadron particles (quark material, collecting the appropriate quarks) and a simplified version of how they might interact in the quantum realm, with learn more small wiki pages for when the player is interested in learning about the abilities they are using. This way we attract the most players from any age group and get them curious about quantum physics

-start with singleplayer against an ai but can easily move to multiplayer to keep user base day to day retention

-in a team mode, players could work in teams where each player controls a group of protons, neutrons and delta baryons (uud, udd, uuu, ddd) distinguished by simple small groups of circles of different colors. After choosing their team they must collect the appropriate quarks in their team’s area. The middle area of the quantum realm arena would be where each team tries to steal particles from other teams or ai groups by taking advantage of the quantum properties of their individual particles (for example,

-could incorporate many different modes not just teams, such as free for all where the particles are in something reminiscent of a quark-gluon plasma

-could incorporate use of

-players can move around quantum realm with simple mouse or arrow key control, focus is on simplicity of control and smoothness of motion combined with attractive glow-graphics that trick the player into not even realizing that they are learning

-players can take advantage of cleverly-made powerups that emulate quantum properties

-some examples: entanglement (players take the advantage of being able to affect other particles anywhere on the screen), superposition (players take advantage of being in multiple possible states) and quantum tunnelling

-they do not need to act exactly as they do in real life, only representatively

-this way we can add gameplay elements that help teach about qubits and their properties, maybe later levels teaching about particle spin

-if smaller,

- later on can add different types of hadrons or even leptons

How to make:

Guys! This is a "reference" project!!

Reading some of the comments making me "laugh" to dead! It seems the word "reference" does not mean anything to them...

It is like a baby trying to fly high on the sky without knowing how to do crawling, walking and running first!

If you really want to know how this project works, start with basic first:

1. The Unity Lobby system:

https://assetstore.unity.com/packages/essentials/network-lobby-41836

2. The simple network example:

https://assetstore.unity.com/packages/essentials/tutorial-projects/network-meteoroid-62227

3. The simple tank project (beginner for this "reference" project)

https://assetstore.unity.com/packages/essentials/tutorial-projects/tanks-networking-demo-46213

4. Then this reference project!! (see how much you have jumped the queue??)

Hints: To start this project correctly, go to the "/Assets/Scenes/Menu/SplashScreen" scene and run it from there...

(If you do not know what is a Lobby or Server-Client stuff or even build the game to run as a client, then just choose "Training" on the menu and you will play as Single Player in the game.)

In addition, you should use Unity version 5 rather than the latest version of Unity for all the above projects because they are using UNet for networking which is deprecated already.

To use the latest Multiplayer Network from Unity, study the following project instead:

https://unity.com/solutions/real-time-multiplayer

https://support.unity3d.com/hc/en-us/articles/360001252086-UNet-Deprecation-FAQ

There are many alternative solutions for the Multiplayer Networking project: Such as Mirror, Photon, etc.

Do some research and you will find the one that suits your need...