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| A picture of a winding road and trees  Patrick’s VR game  UNITY | Abstract  Aaaaaaaaaaaaaa I can do this  STUD - Patrik Žák  [Course title] |

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# Goal

make a single weapon shooter (so only the person who owns the gun can pick it up) game with VR and PC crossplay with a simple menu and a test map you will always join to. It should have a simple hit system so if I get hit I imidiedly respawn/ teleport to 0,0

# Design

Players will be a blocky version of recroom style (only torso, hands and head)

Map will be done using the grid textures

Gun will be the AK that is in the pure know project

# Technologies

## Unity version:

## Addons:

* SteamVR
* Netcode For gameObjects

# Multiplayer problems

Clients should send their position and hands posiotion

Server should create bullets and clients can call the server RPC to create that bullet on their current CLIENT position and rotation

# Convetions

Everything needs to be in English

If its an private attribute use \_name and the rest should be camelCase  
If its an public attribute use p\_name and the rest should be camelCase  
if its an private attribute but is seriazed in the unity window use f\_name (f as field)

Methods & Class should be PascalCase

Interfaces should have a capital “I” as a prefix and the rest should be PascalCase

Primative parameters & primative local variables should use Hungarian notation ( when using an enum variable it should have the prefix of “e”

# References

**V aktuálnom dokumente neexistujú zdroje.**

STEAM VR UNITY LINK & DOC LINK

NETLOGO UNITY LINK & DOC LINK

<patricks_game.drawio>

JIRA

GIHUB

PROGRAMING DOC FROM DOXYGEN (doxywizard or what ever it is)