Project: 2D Multiplayer Shooter
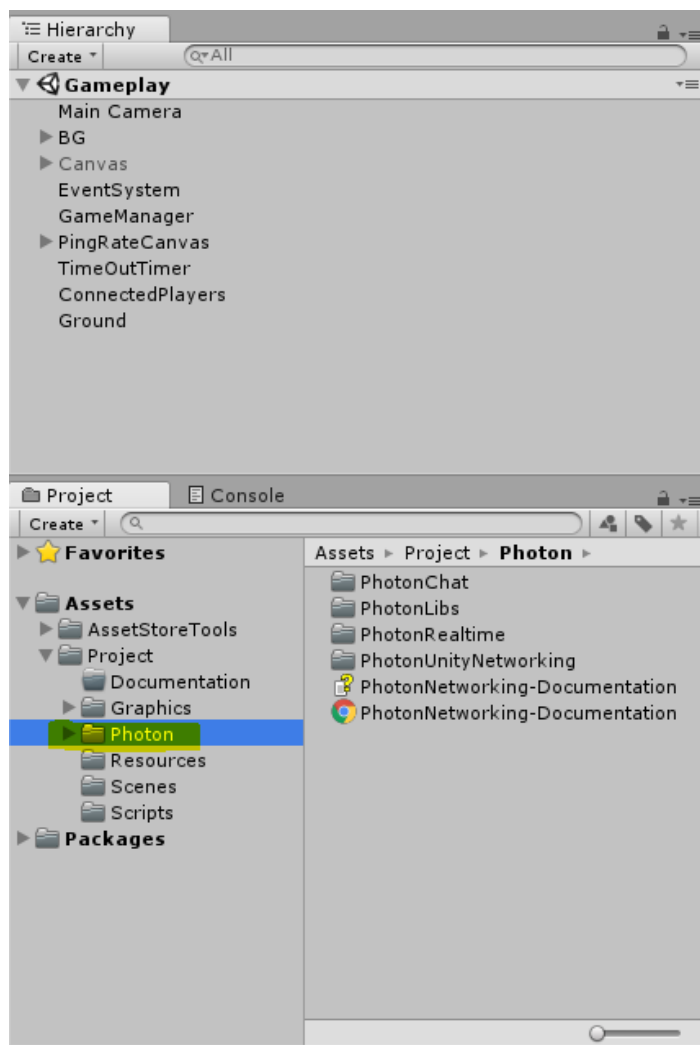
Unity Version: 2018.2.4f1
Photon Version: Pun 2 current ver. 2.9
[https://assetstore.unity.com/packages/tools/network/pun-2-free-119922]

Import the Photon Plugin

Use the above Link and Download and import The Photon Plugin in Your Assets.

How to Run the Game

After Importing Photon PUN 2 plugin Build the Game for pc or Mac and run 2 different Instances.

Controls

Movement: W,A,S,D
Jump: space key will make character jump
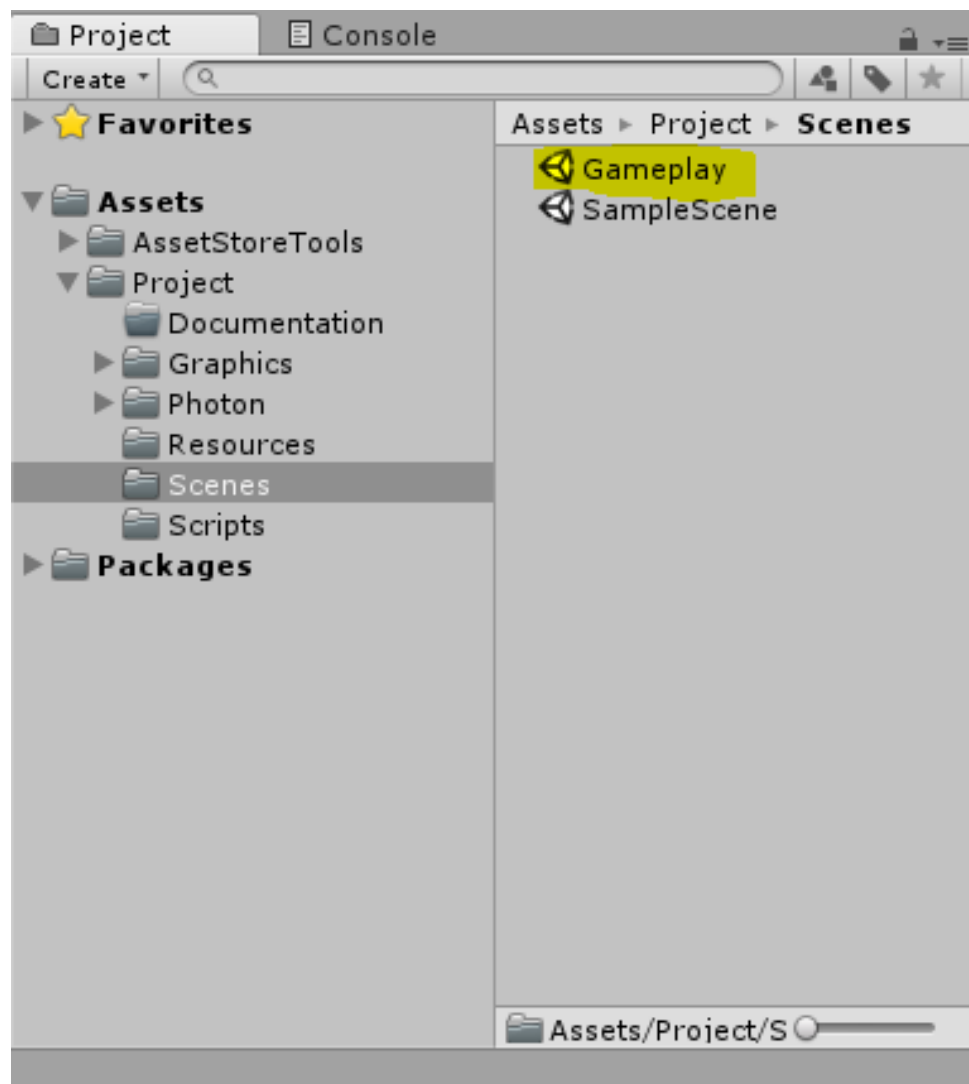**Fire:** Right CTRL
Chat Message: Pressing Space key while focusing the chat text field will send The Message
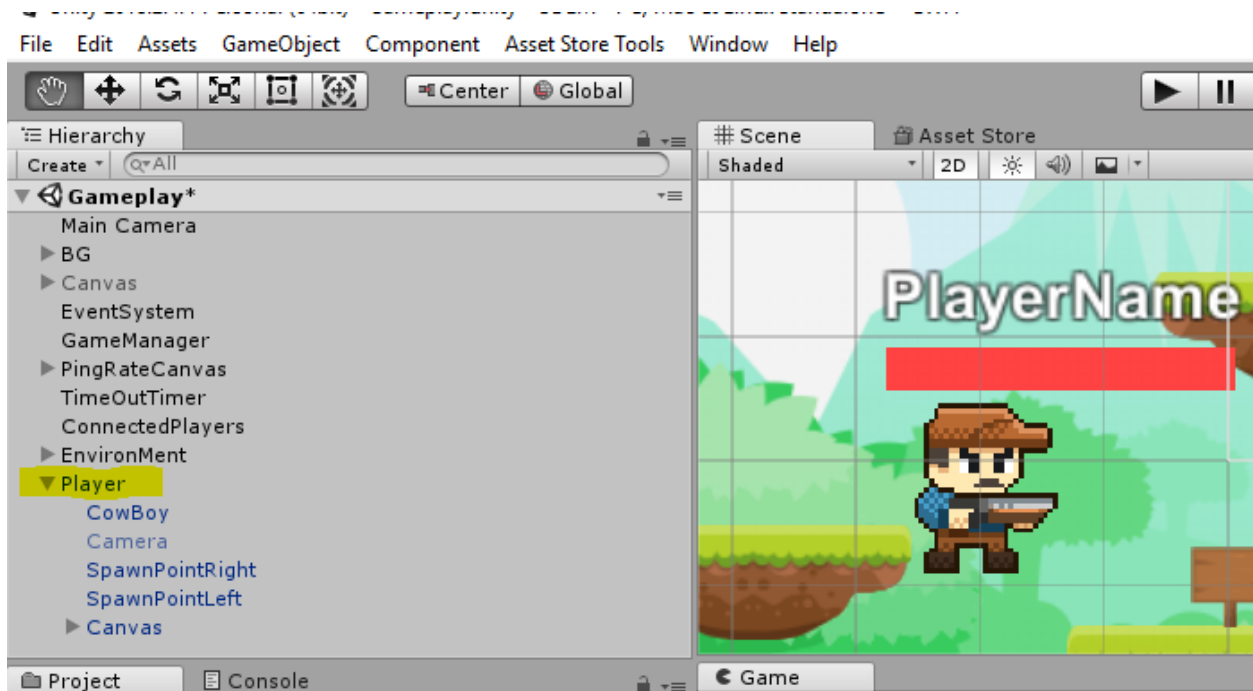**TAB:** pressing the tab key in gameplay scene will show list of connected player

[You can inputs (Controls) in script Cowboy.cs]

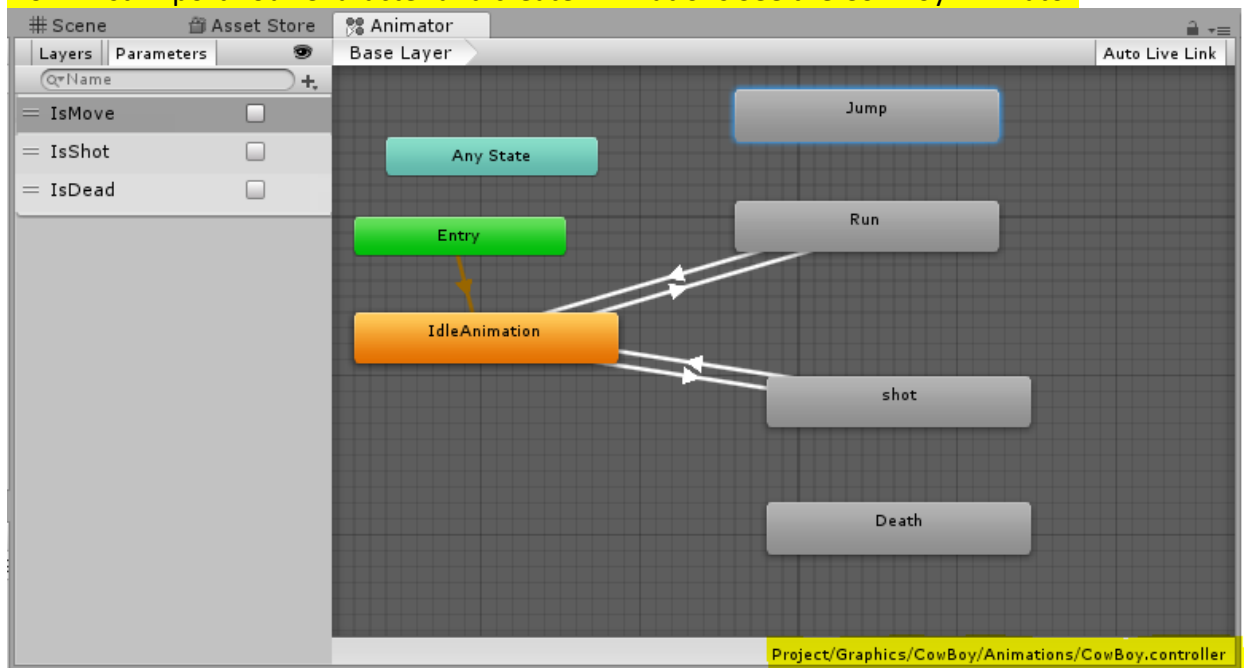# Replacing the Player with Your Own Character

Open Gameplay Scene:

Drag Player in Hierarchy

Create Your Character

Now First Import Your Character and create Animations See the CowBoy Animator.

We are Only using two animations Run and Shot but you can add other animations too, they will be synced on Network Without writing any Extra Code just Create the logic to play them wherever they are being Used. [*Like Jump Animation Where Player Jumps etc…*]

Animation Parameters
Also Create Parameters with the same name and capitalization:
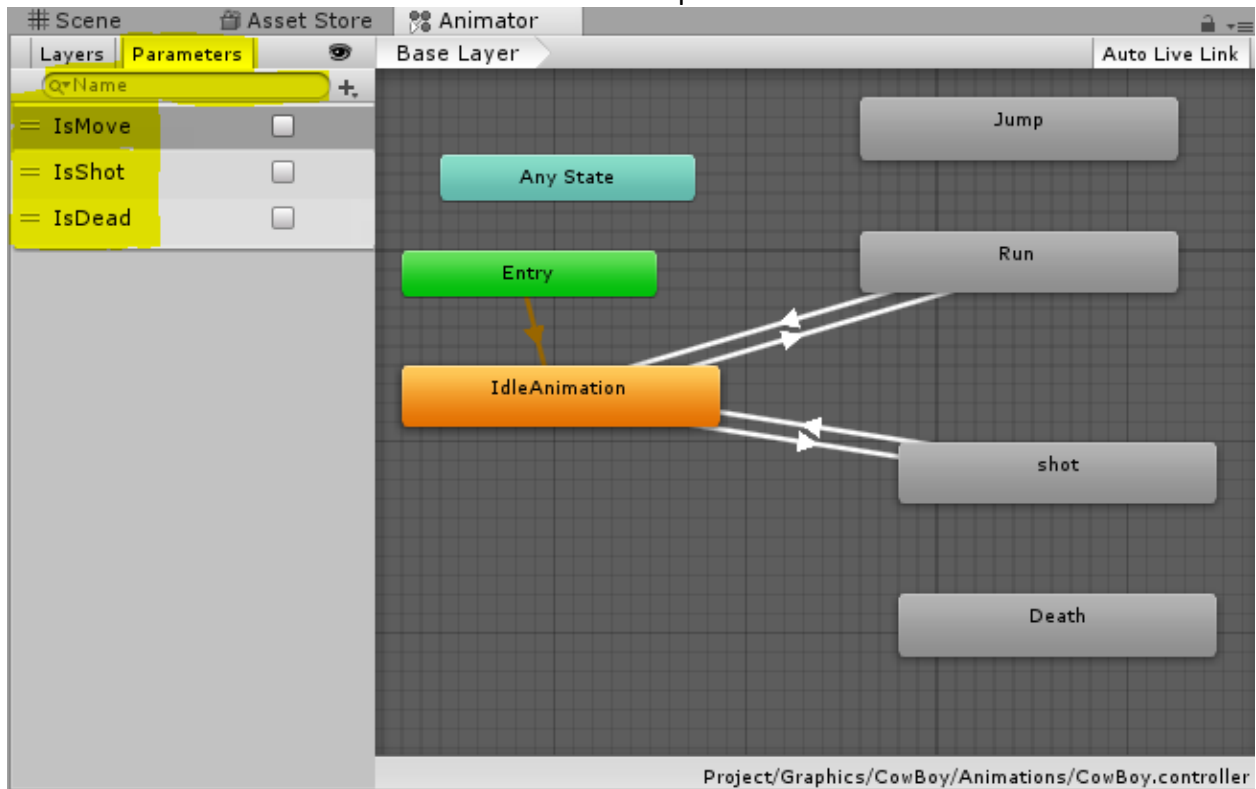
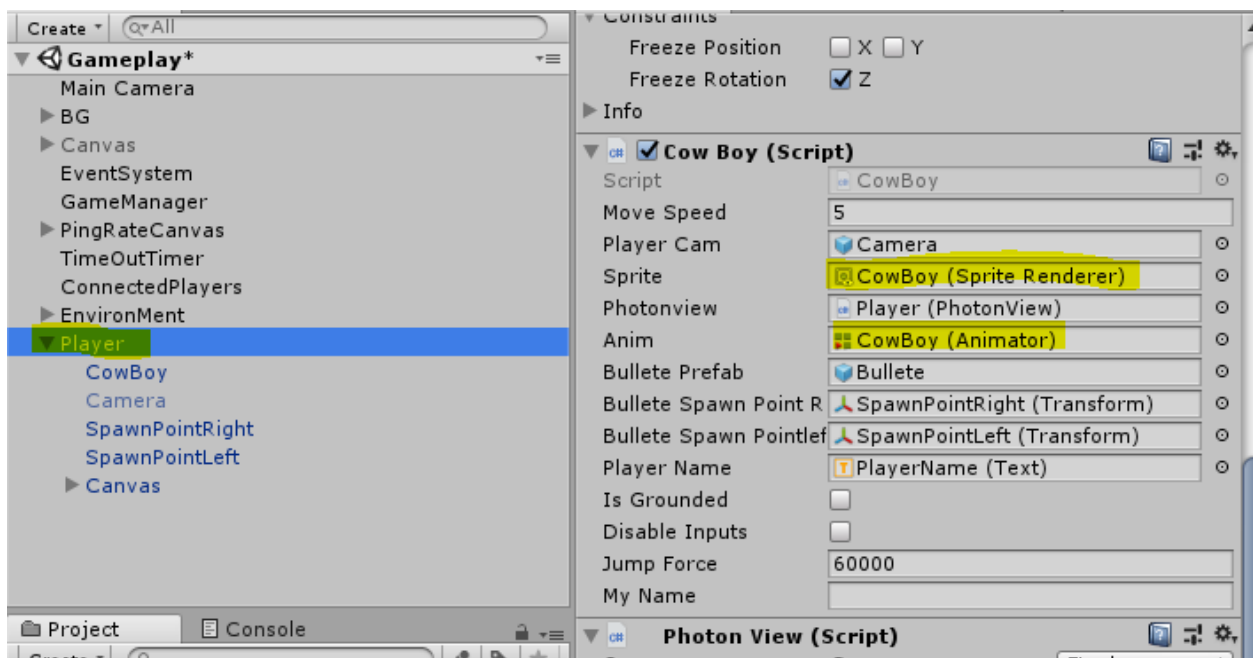## Your New Player Must Have The Following Components:
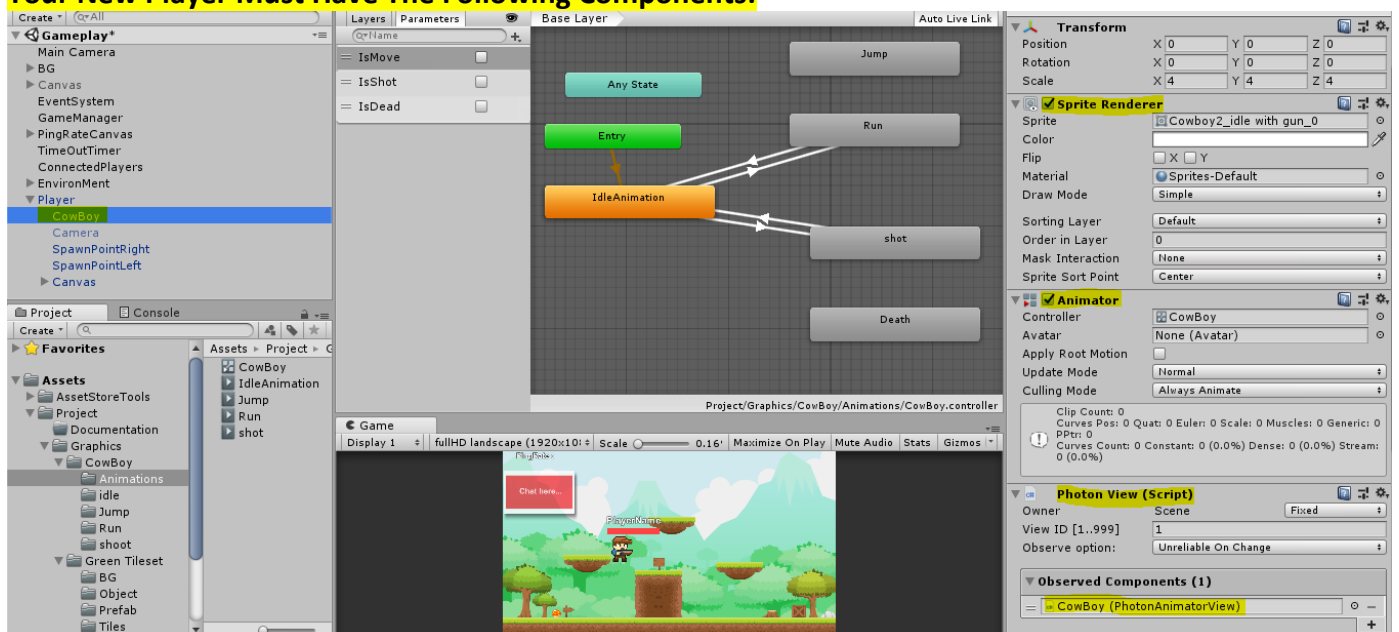
Animator : Your New Animator Controller

PhotonView (Script)

Observed Components (Drag the PhotonView (Script) in Observed Component AS shown Above)

Update Public References:

When You Replace The Character all existing Public References will be Lost so just assign them again :
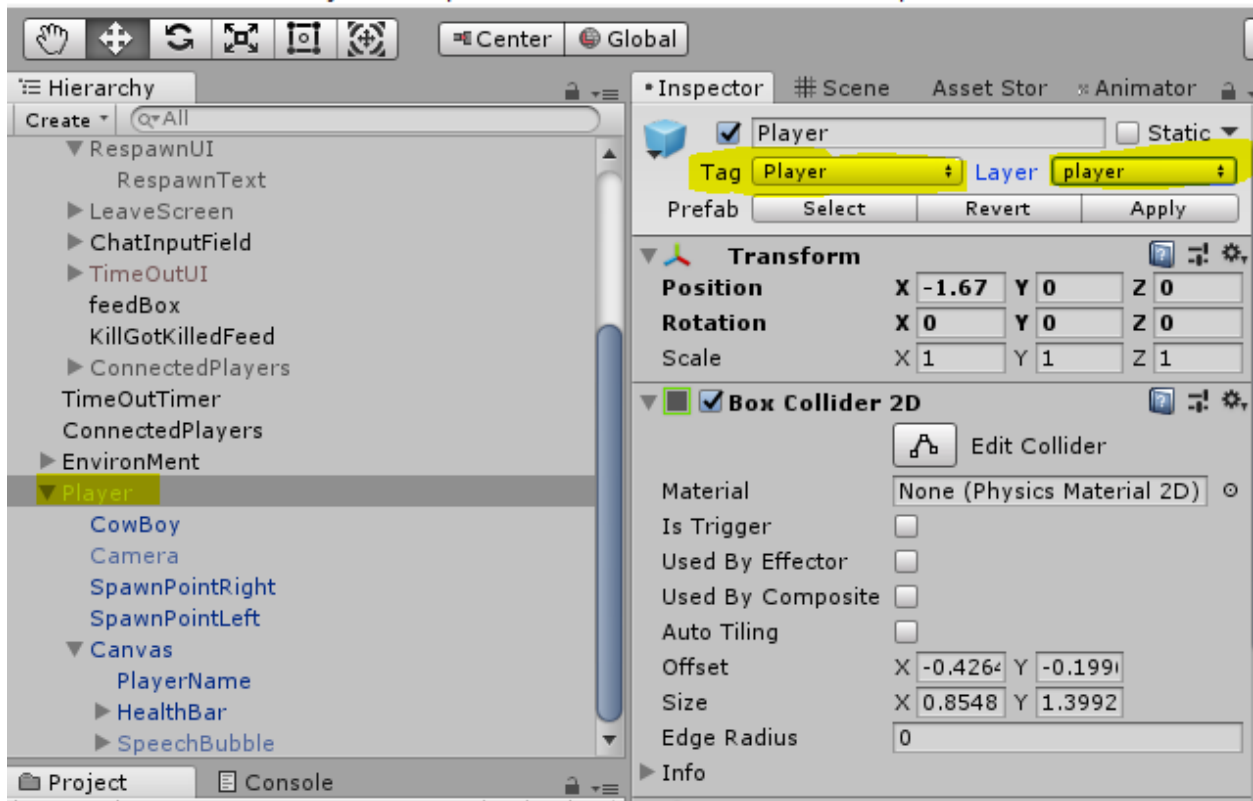

Check All The objects in the hierarch which have references to **Player->CowBoy** and re assign Them.
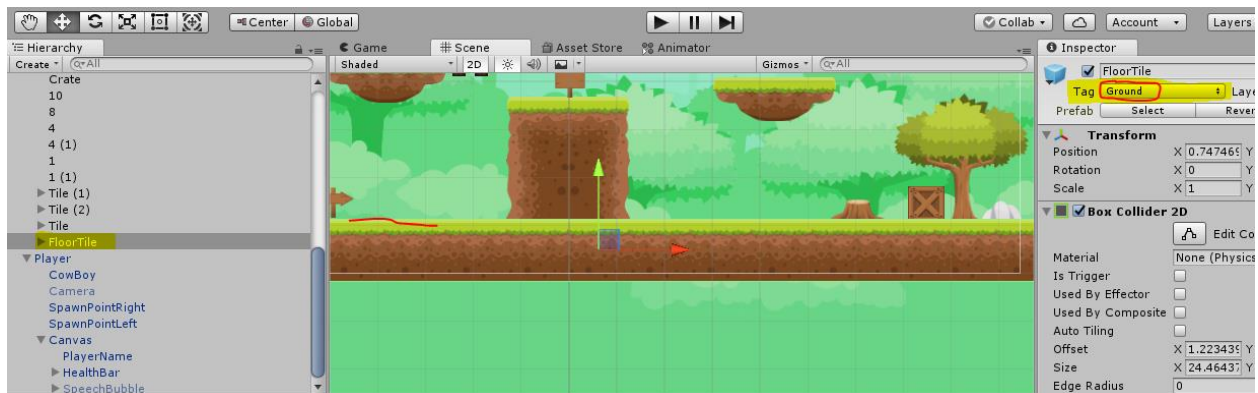
TAGS AND LAYERS

Player Game Object

Make Sure to Assign Layer and Tag to the main Player Game Object.

Ground
To Detect If the player is Grounded or Not your ground Tiles must have a **"Ground"** Tag.

For All Complete Video Tutorials Visit The Link