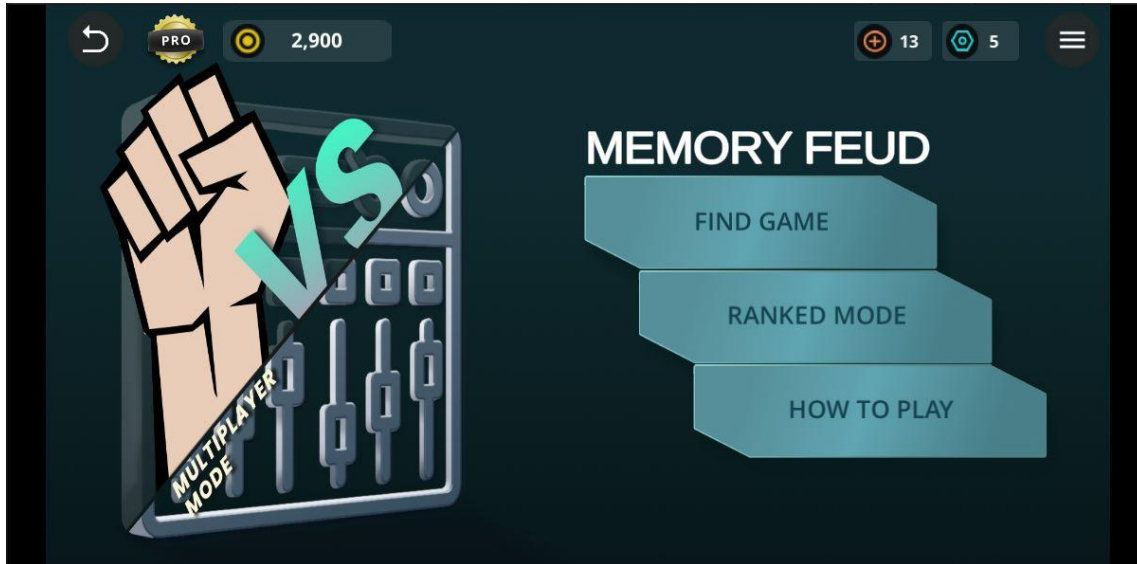# Technical Report

Multiplayer Mode - Memory Feud

Main Menu

When starting the project, the game should be run or played from the **"New Lobby"** scene. All of the popup buttons such as the store, credit and streak and "how to play" are animated and functional.

Recommendations:
- After merging with the sonical.ly game project the navigation for the buttons will need to be added.
- The "How To Play" instructions can be easily changed to fit any updates seen fit by accessing the text game object "helpInfor". See screenshot below.
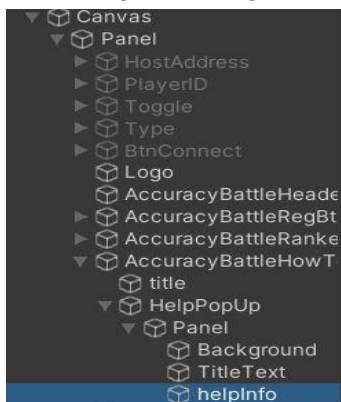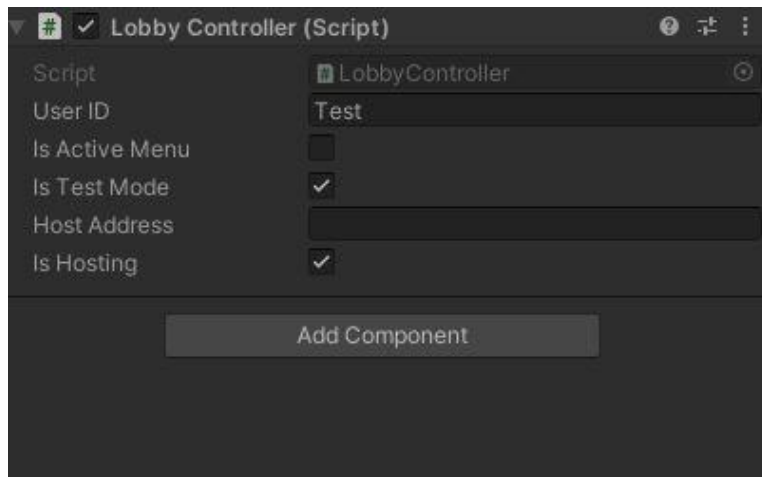
Testing Mode

The current game mode is tested locally since the firebase server is not implemented. In order to run and test the game, while the game is running click on the lobby controller in the hierarchy which will bring up the following in the inspector. See screenshot below.
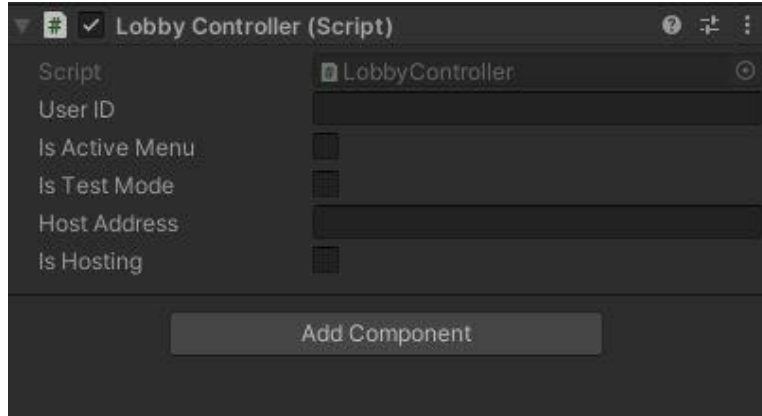
The following fields User ID, Is Test Mode & Is Hosting will need to be filled. See screenshot below.

After completing the previous steps you can then select any of the two game modes which are "Find Game" for the five player mode and "Ranked Mode" for the 1v1 mode for testing.

Five player mode

Ranked Mode(1v1)

Recommendations & Comments

- After merging with the official sonical.ly game project, navigation for the multiplayer mode main menu and top banner pop ups such as the store, credit, streak and back/return should be added.
- Consider network testing for multiple players when firebase is added since we were prevented from testing this because of firewall precautions with the school network.
- Fmod implementation needs to be added.
- Since we worked without the Fmod implementation, complete audio/sound implementation of the effects will need to be added to match the current pro mix mixing board game functionality. Also, the mixer does not switch based on the song.
- After the project merge, the mixing board can either be replaced with the current development process done on the sonical.ly game project or the functionality of the mixing board can be replaced for certain features such as the "Reverb, Delay, Pan and EQ.
- Official data for song tracks needs to be added when the Fmod is implemented and the points system can be updated as necessary.
- Opponent tracking progress functionality for both modes needs to be added when the firebase network functionality is complete.
- Complete game testing after the merge, firebase implementation and fmod implementation.
- Code comments are added to each script. **See "Scripts"** below for more detailed outlines of changes and updates that are needed after merge.

What to remove

- GameManager GameObject and Script.
- NetworkManager GameObject and Script.
- Music folder isn't needed as it was only there for testing the game.

Scripts

- Lobby Controller, MemoryFuedManager, UIManager, PointLeaderboard and PlayerPoints are the needed scripts for the game when importing to the sonical.ly project, others are created due to limitations for testing and should be replaced with the sonical.ly project equivalent.
- The MixMaster Accuracy script has to be added to the MemoryFeudManager script for calculating the accuracy. Line 15-58 should be removed after implementation.
- PlayerPoints need to be connected to firebase.

Contact Points

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[GitHub Repo]