

Player 818

# Multiplayer Fishing Game Template



Shiner

Length: 8cm

Weight: Weight: 0.5 kg

Retail Value: 4\$

Hold "I" to open the inventory.

Hold "T" to open the settings menu.

Press "P" to spawn selected fish.

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## Introduction

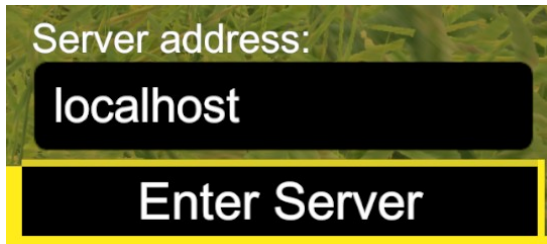
**1.** After importing the asset in your project, you need to open the "MultiplayerFishing" scene, which you can find via this path: "Assets/Fishing Game Multiplayer Template/MultiplayerFishing.unity" and enter the play mode.



**2.** Right after starting the play mode while you are in the "MultiplayerFishing" scene, you will see the two buttons shown below:



With the "Host Server" button you can host a local server.



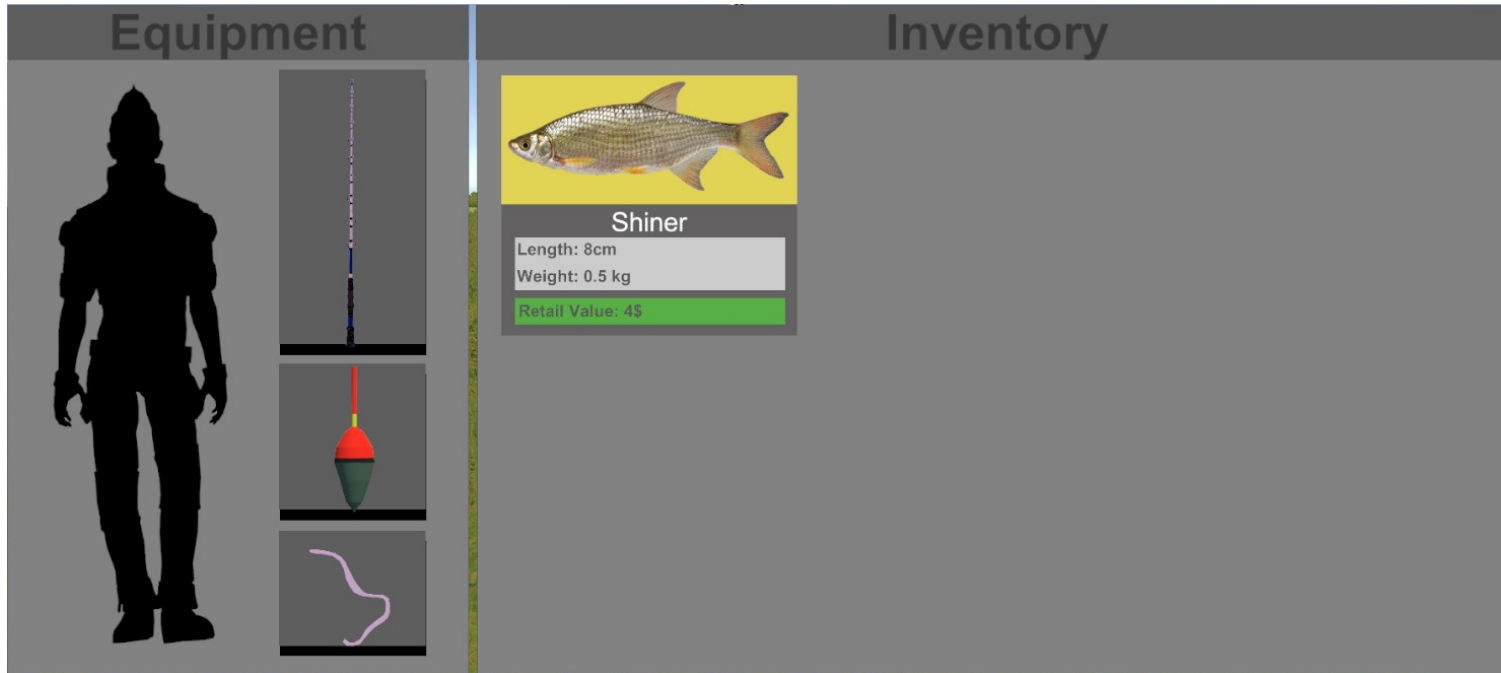
To enter a hosted server, enter the server address and click on the "Enter Server" button.

(After you hosted a server, the player will spawn automatically.)

3. Open the inventory by holding the „I“ key.

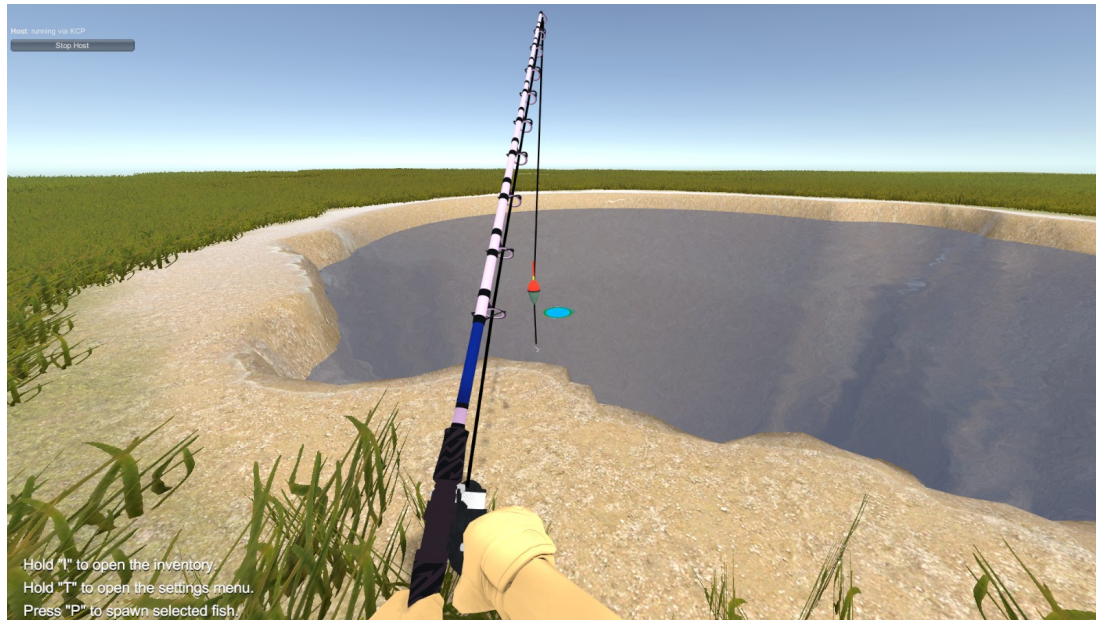
In the inventory, the fishes caught by the player are displayed.

In the "Equipment" section, the player can select fishing rod, float and bait variations.

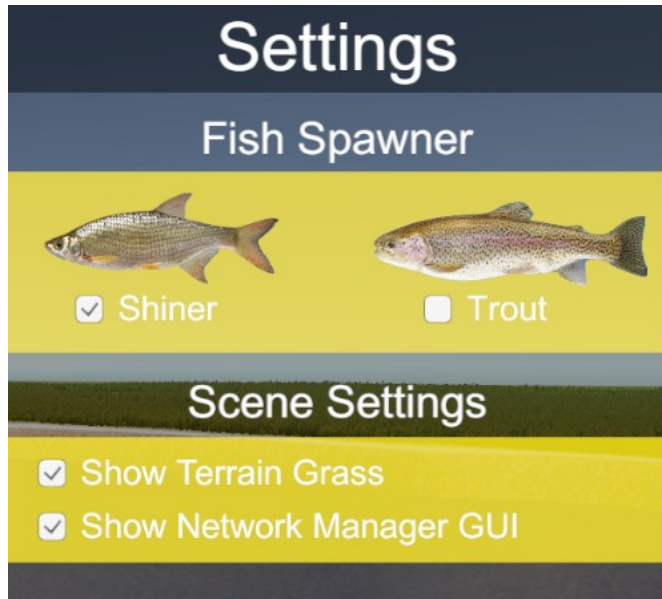


**4. When you arrive at the watering hole and focus on it, you will see a small blue circle on the water.**

**This circle shows where you can place the float. To place the float you have to click the left mouse button.**



**5. After placing the float on the water, hold the "T" key on your keyboard to open the "Settings Menu" and select the fish you want to spawn.**



**6. After selecting a fish, press the "P" key on your keyboard to spawn the selected fish.**

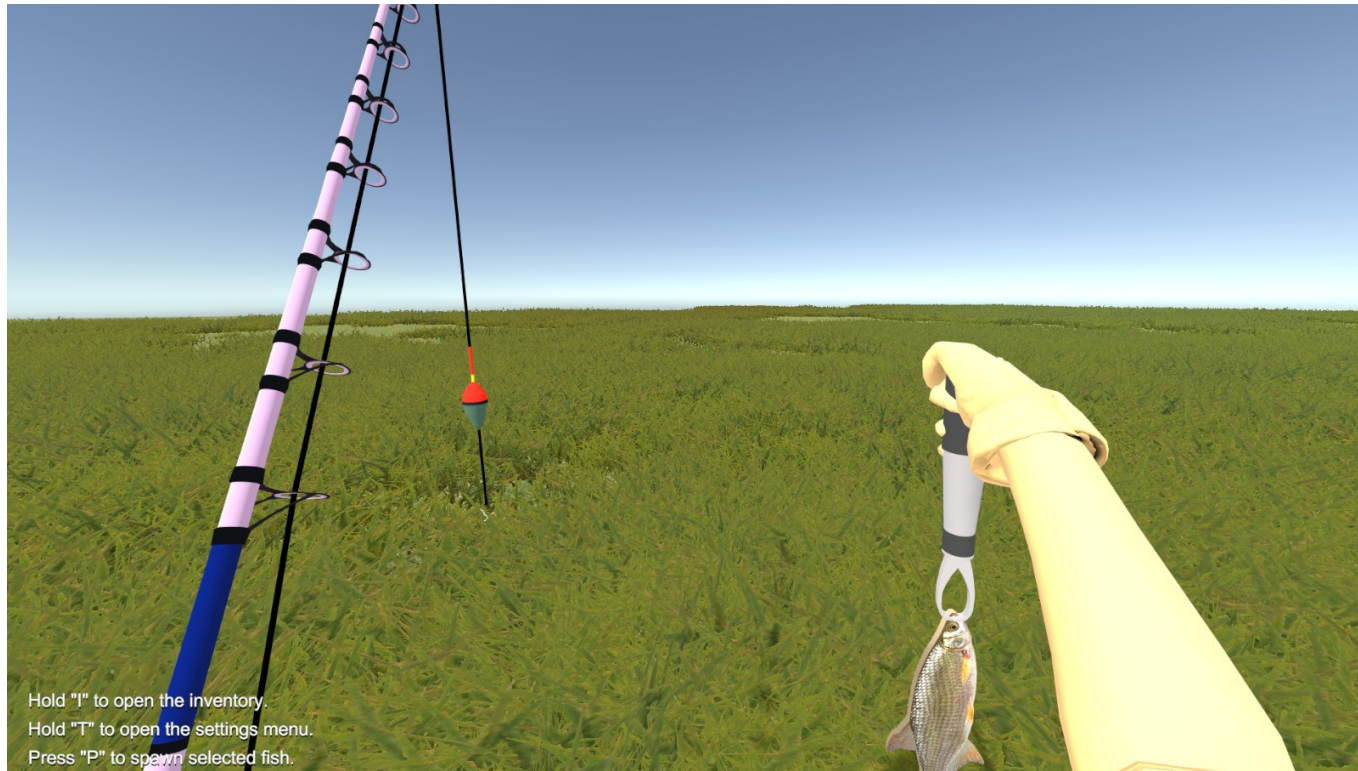
**7. If one of the spawned fish has bitten, the current stamina of the fish is displayed in the upper left corner of the screen. To pull up the fish, hold the left mouse button.**



**(If the fish stamina is below the 0.7 value, the fish can be slowly pulled up.)**



**8. After the fish is pulled up, the fish is added to the inventory and displayed in the right hand on the fish holder.**

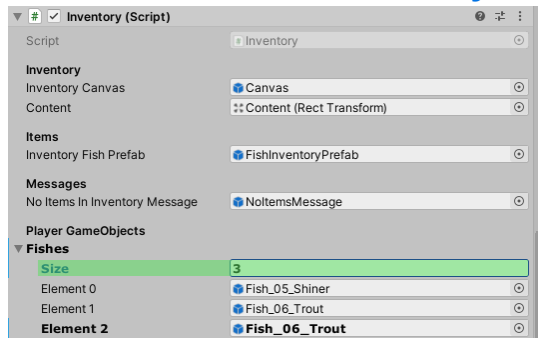


Hold "I" to open the inventory.  
Hold "T" to open the settings menu.  
Press "P" to spawn selected fish.

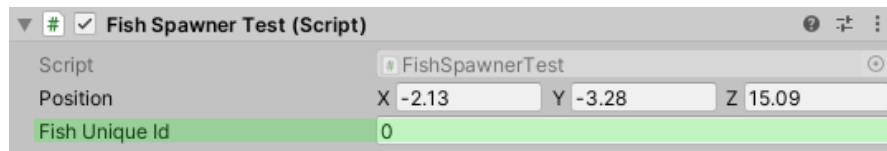
## Adding new fish

Follow these steps below to add a new fish:

1. Go to this path in your project: "Assets/Fishing Game Multiplayer Template/Resources/Fish/" and duplicate the "**TestFish.asset**" file.
2. Select your duplicated "**TestFish.asset**" file and change the "Unique id" to the value "3". The value "3" should be entered because the fish you duplicated is the third fish. If you add another fish you have to change its value to "4".
3. Go to this path in your project: "Assets/Fishing Game Multiplayer Template/Prefabs/". Select the "**TestPlayer.prefab**".
4. Scroll down to the "**Inventory**" script and expand the "**Fishes**" array.



5. To spawn the newly added fish with the "P" key in play mode, enter its "Unique id" in the "**Fish Spawner Test**" script. The "**Fish Spawner Test**" script is located at the "**FishSpawner**" gameobject which is placed in the scene hierarchy of the "**MultiplayerFishing**" scene.





If you need help or have any questions please contact me („[Florian Lauka](#)“) via this e-mail:

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