

Starting Soon!

Let's Build a F2P Multiplayer VR Game

Part 1 : Multiplayer Foundation

August 2025

Hosted by
Quentin (Valem).



Mentor Workshop important info:



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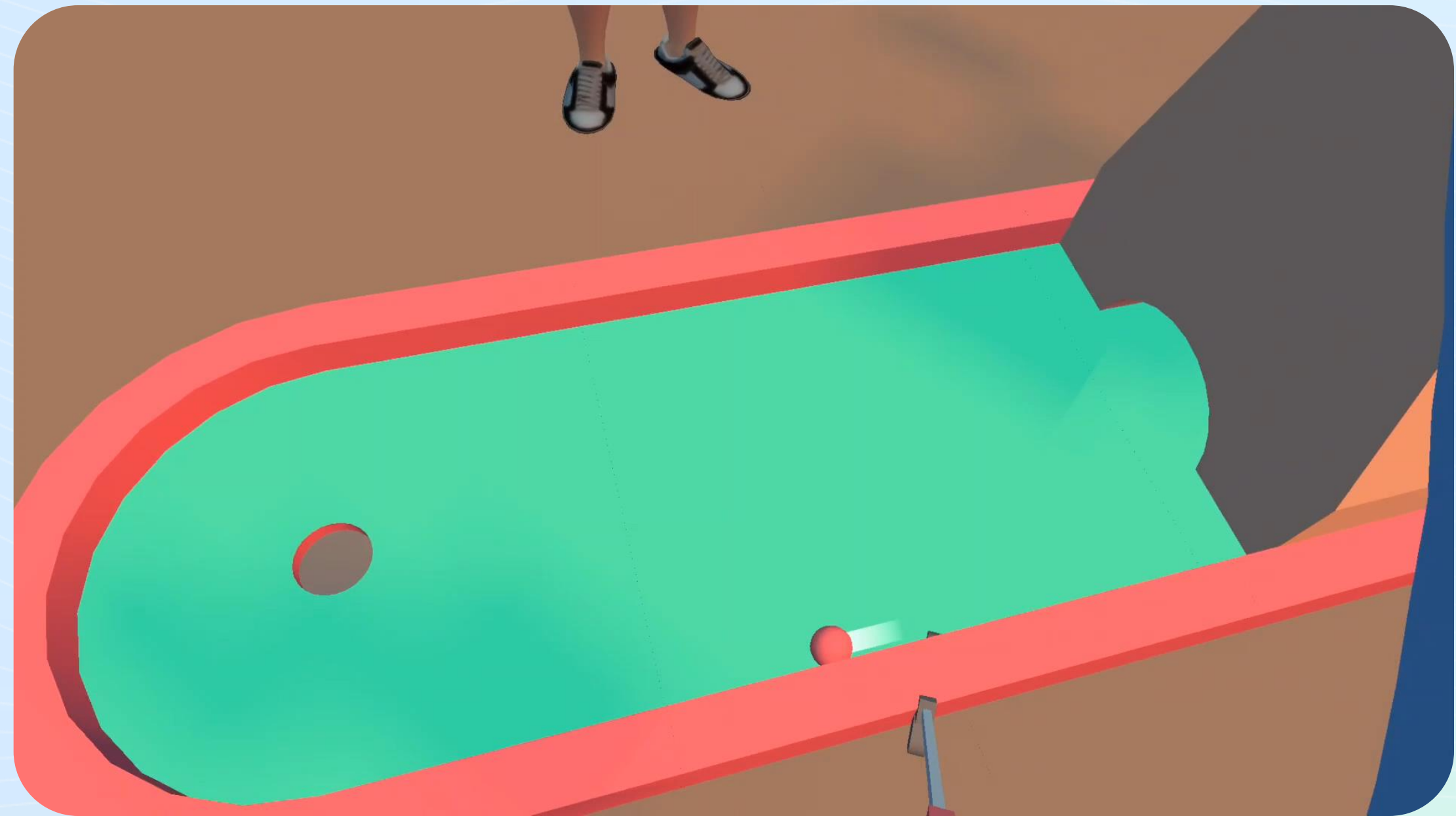


Fill out the feedback survey—your input helps us improve future workshops.

Let's Build a F2P Multiplayer VR Game

Goal : Learn how to design and implement
F2P features on a real project

Every Tuesday of August.



What you will get ?

Published Game

The final result will be a real Free-to-Play game published on the Horizon Store. You'll be able to play it for free and share it with your friends.



Recorded Sessions

All build-along sessions will be recorded and published on the Meta Start channel, so you can review and follow the steps at your own pace.



Sample

The complete Unity project will be available on GitHub, so you can use it as a foundation for your own game.



1 - Multiplayer Foundation

Multiplayer Base Setup using Building Blocks

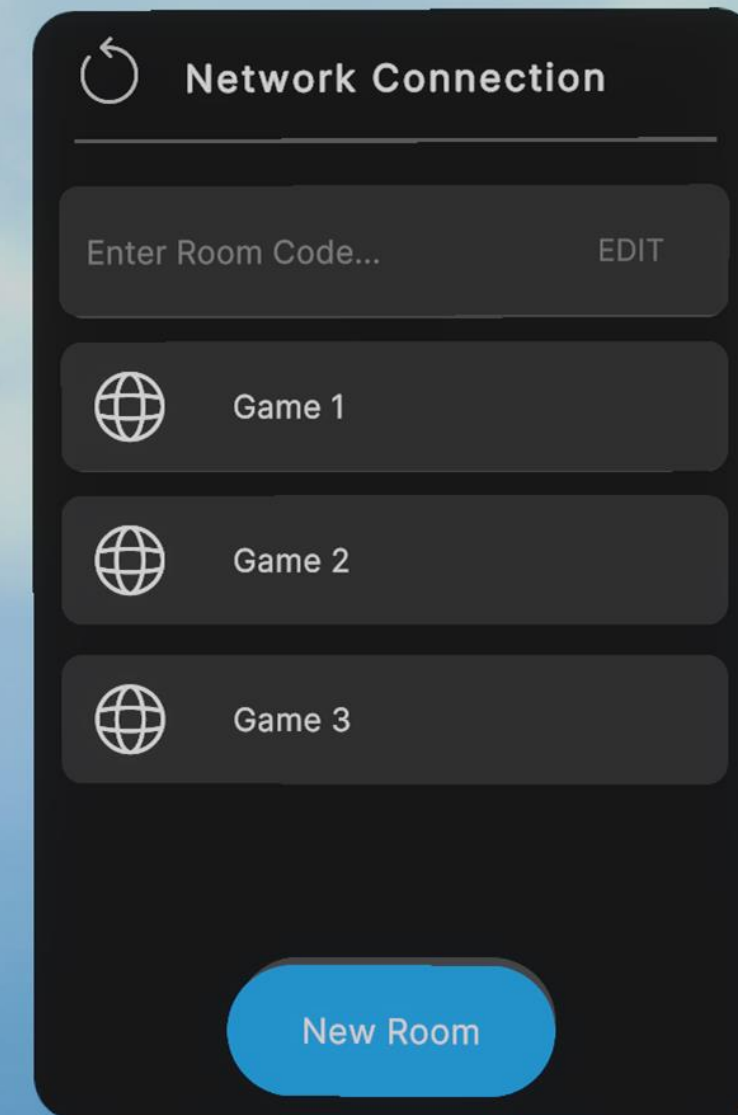
How to Test Multiplayer in Unity

Network Player

Voice Chat with Vivox

Custom Network Connection UI

Displaying Room Information



2 - Multiplayer Interaction

Built-in Network Components

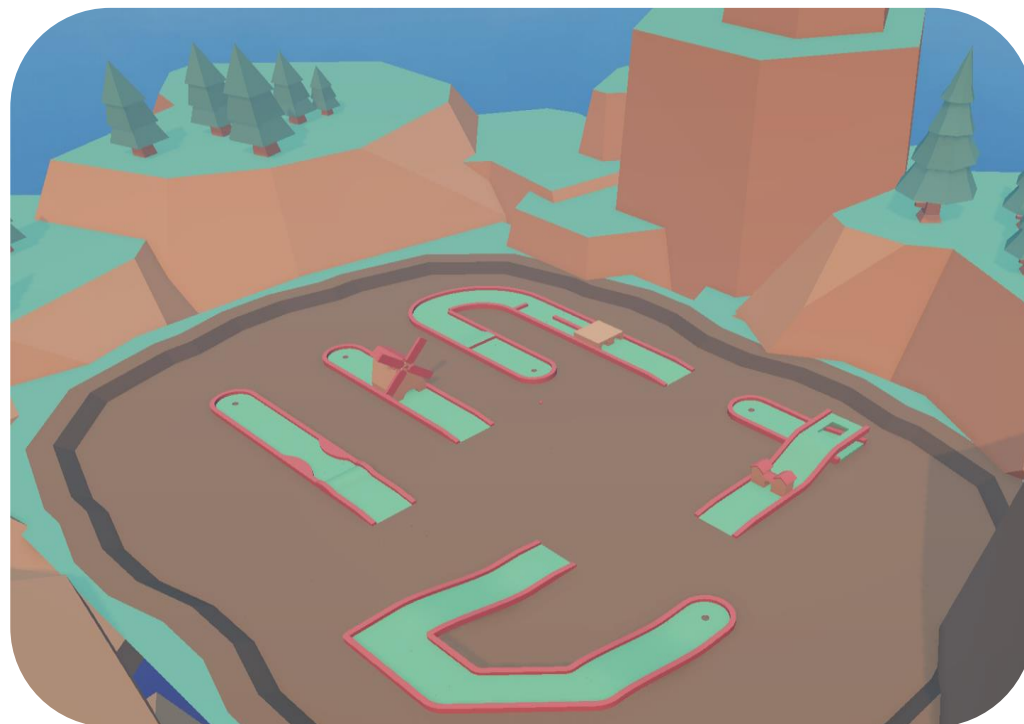
Custom Network Behaviours

Network Variables and RPCs

Start Game Logic

Custom Networked Gameplay Logic

Leaderboard Implementation



3 - Multiplayer F2P Integration

Meta Avatar and Platform Services

Friends Invite

Meta Leaderboard

In App Purchasing : Cosmetics and
Unlockable Levels



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Simple Connection with Building Blocks

Tools for Multiplayer VR in Unity



Meta XR All-in-One SDK

XR Interaction and platform features



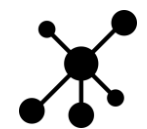
Unity Netcode for GameObjects

Game-state sync: NetworkObjects, RPCs, authority/host, spawn/despawn.



Unity Lobby (UGS)

Player gathering, rooms & discovery



Unity Relay (UGS)

Connectivity: secure join via allocation/join codes.



Unity Vivox

Voice chat: positional/proximity

Advanced Connection Setup with Netcode

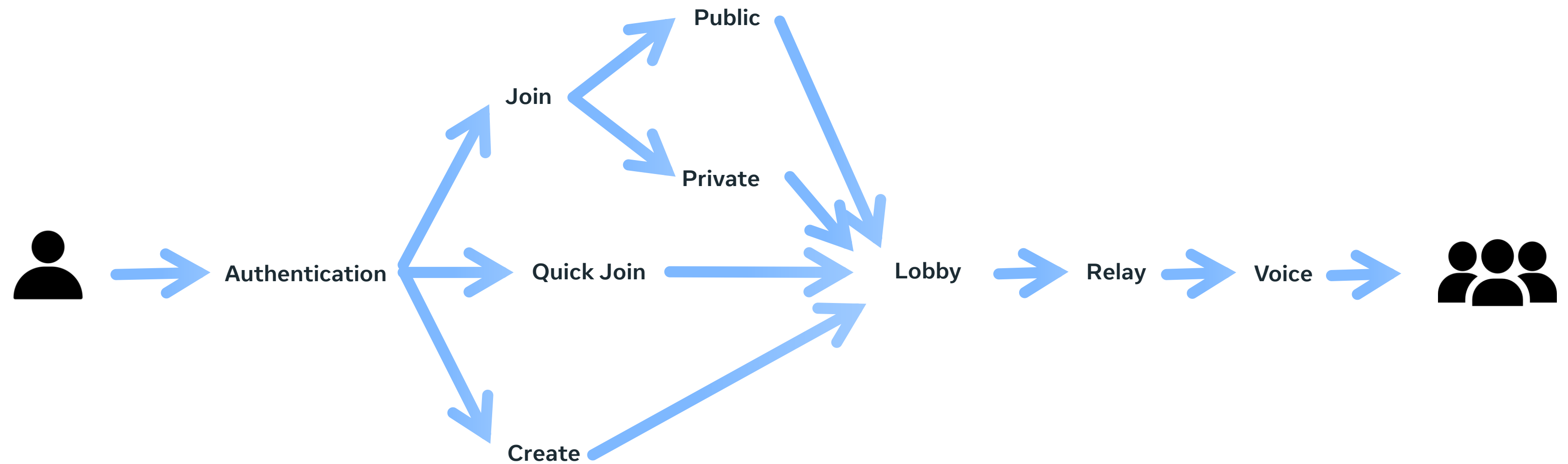
Current Setup with Building Blocks



Problem :

- Only One Room for everybody
- No Control over Size Of Room + Other Data
- No Private Room
- No Voice for Netcode

Advanced Connection



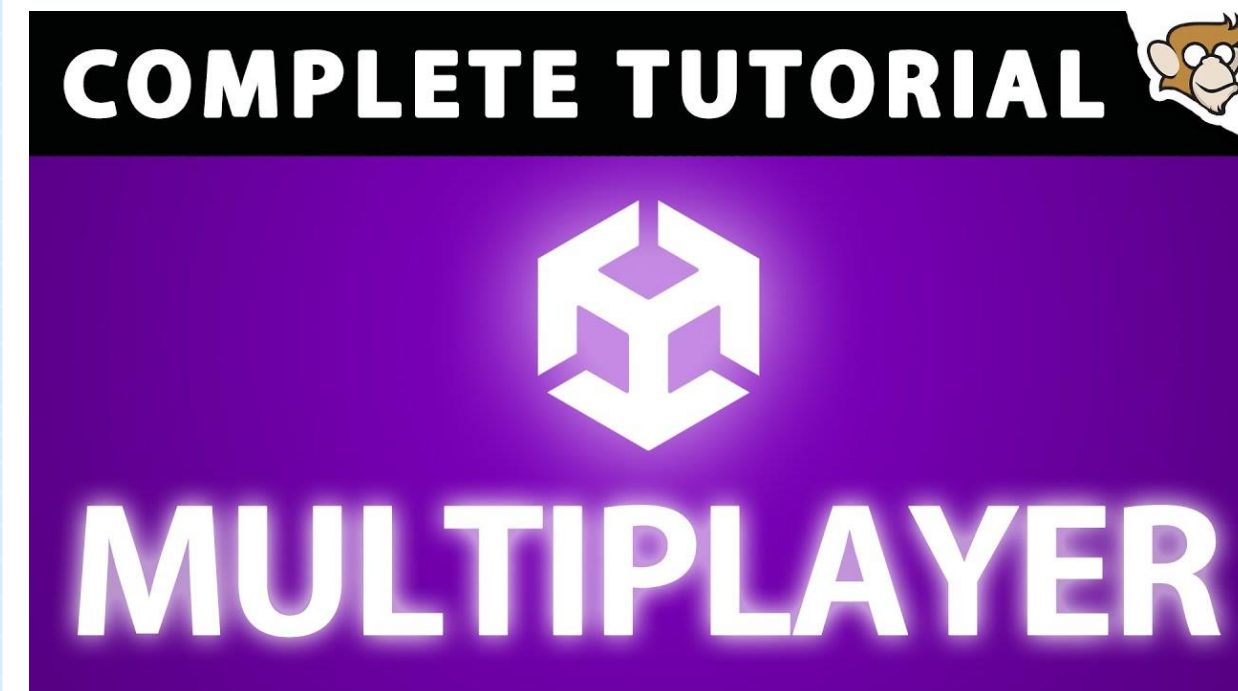
Create Lobby



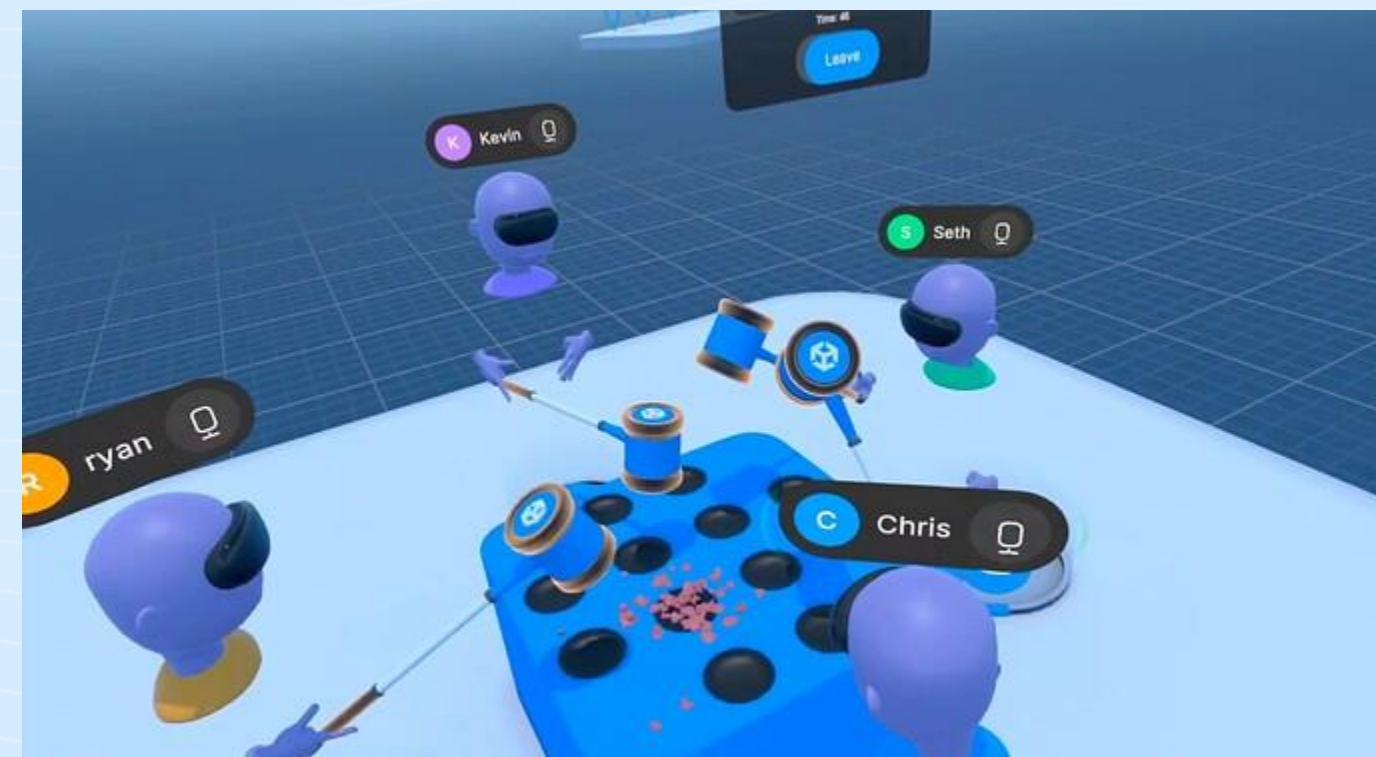
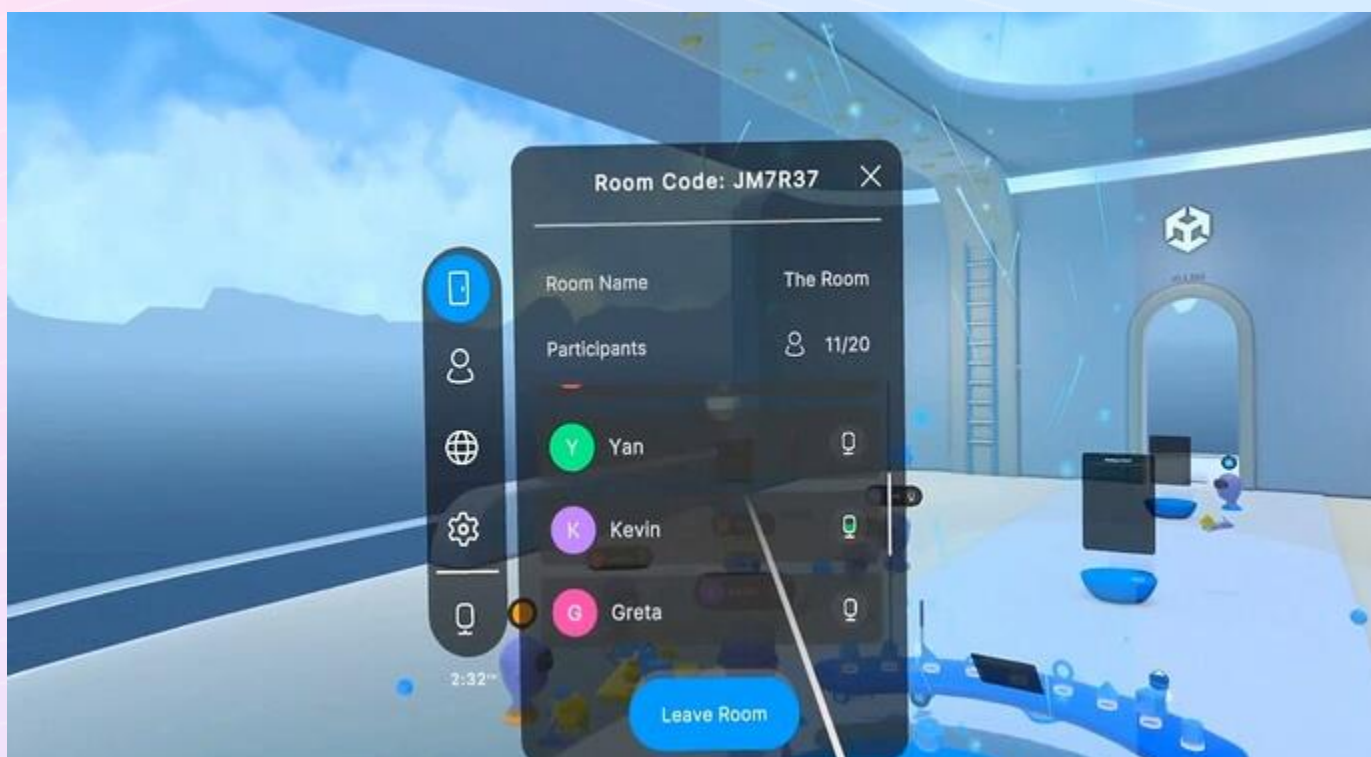
How to Make a VR Multiplayer Game Valem



Complete Unity Multiplayer Tutorial Code Monkey



Unity VR Multiplayer Template



Unity VR Multiplayer Template



How to Test a VR Multiplayer Game

Technique Comparison

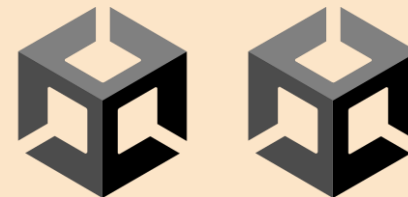
Apk and Multiple
Devices



Apk and Simulator



Parrelsync



Unity Multiplayer Play
Mode



Technique	Requires Multiple Headsets	Realism	Easy to Setup	Iteration Speed	Notes
Multiple devices (APK)	Yes	High	Medium	Slow	Best for final checks, latency, comfort & UX but very slow.
1 HMD + Editor (Simulator)	No	Low	High	Medium	Great balance early on. No external tool and very stable but takes some time to setup.
ParrelSync (Editor clones)	No	Medium	Medium	Fast	Most stable solution but might be better to switch to MPM later.
Unity Multiplayer Play Mode	No	Medium	Medium	Very Fast	Fastest Setup but very buggy at the moment.

Q&A

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Part 2 : Multiplayer Interaction

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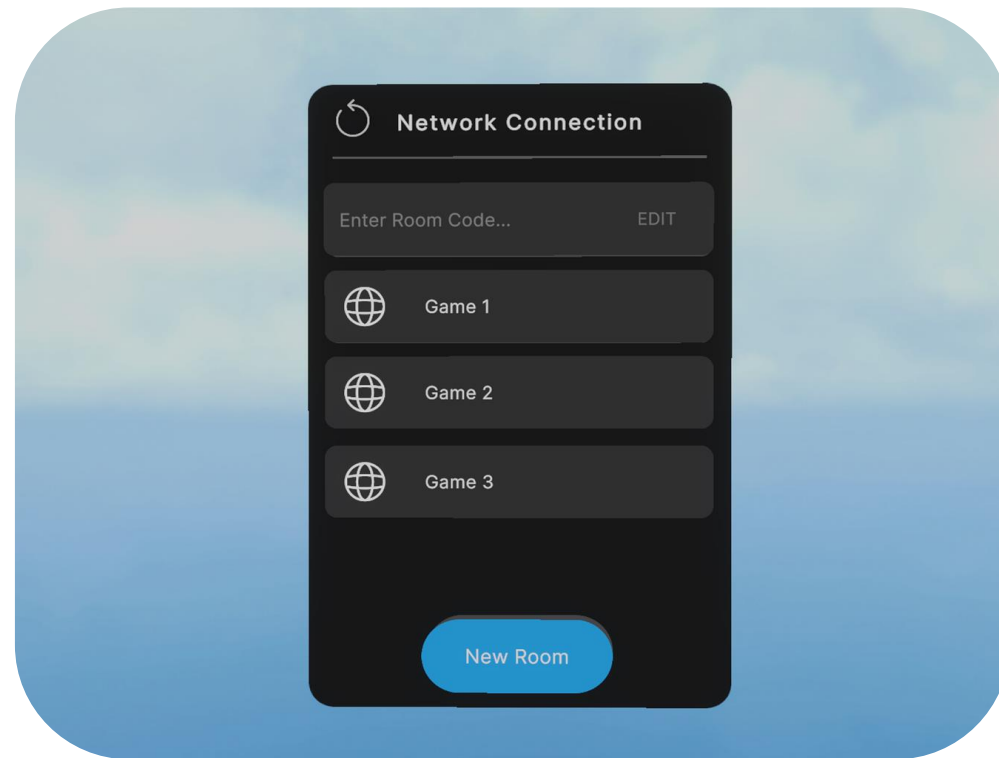
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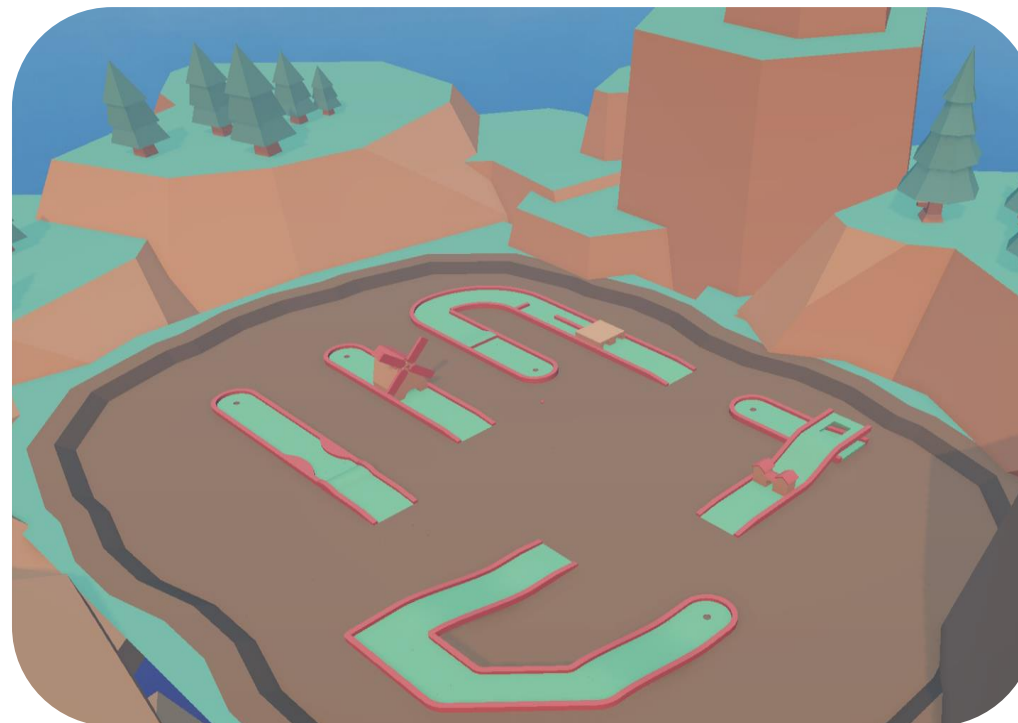
1 – Multiplayer Foundation

- Multiplayer Base Setup using Building Blocks
- How to Test Multiplayer in Unity
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- Custom Network Connection UI
- Displaying Room Information



2 – Multiplayer Interaction

- Built-in Network Components
- Custom Network Behaviours
- Network Variables and RPCs
- Custom Networked Gameplay Logic
- Leaderboard Implementation



3 – Multiplayer F2P Integration

- Meta Avatar and Platform Services
- Friends Invite
- Meta Leaderboard
- In App Purchasing : Cosmetics and Unlockable Levels



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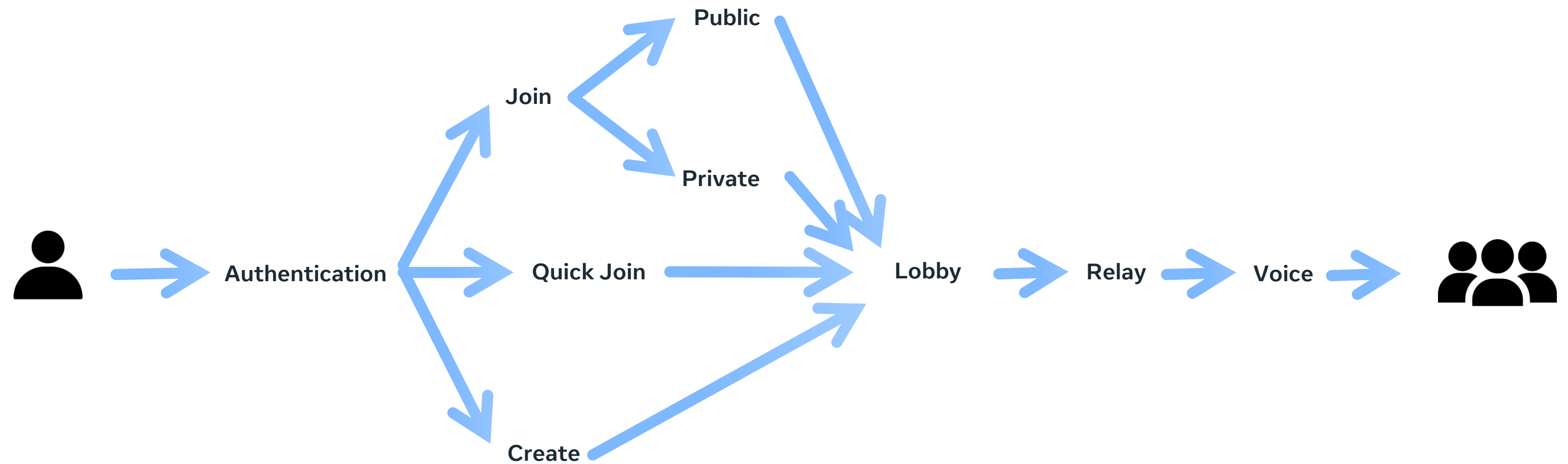
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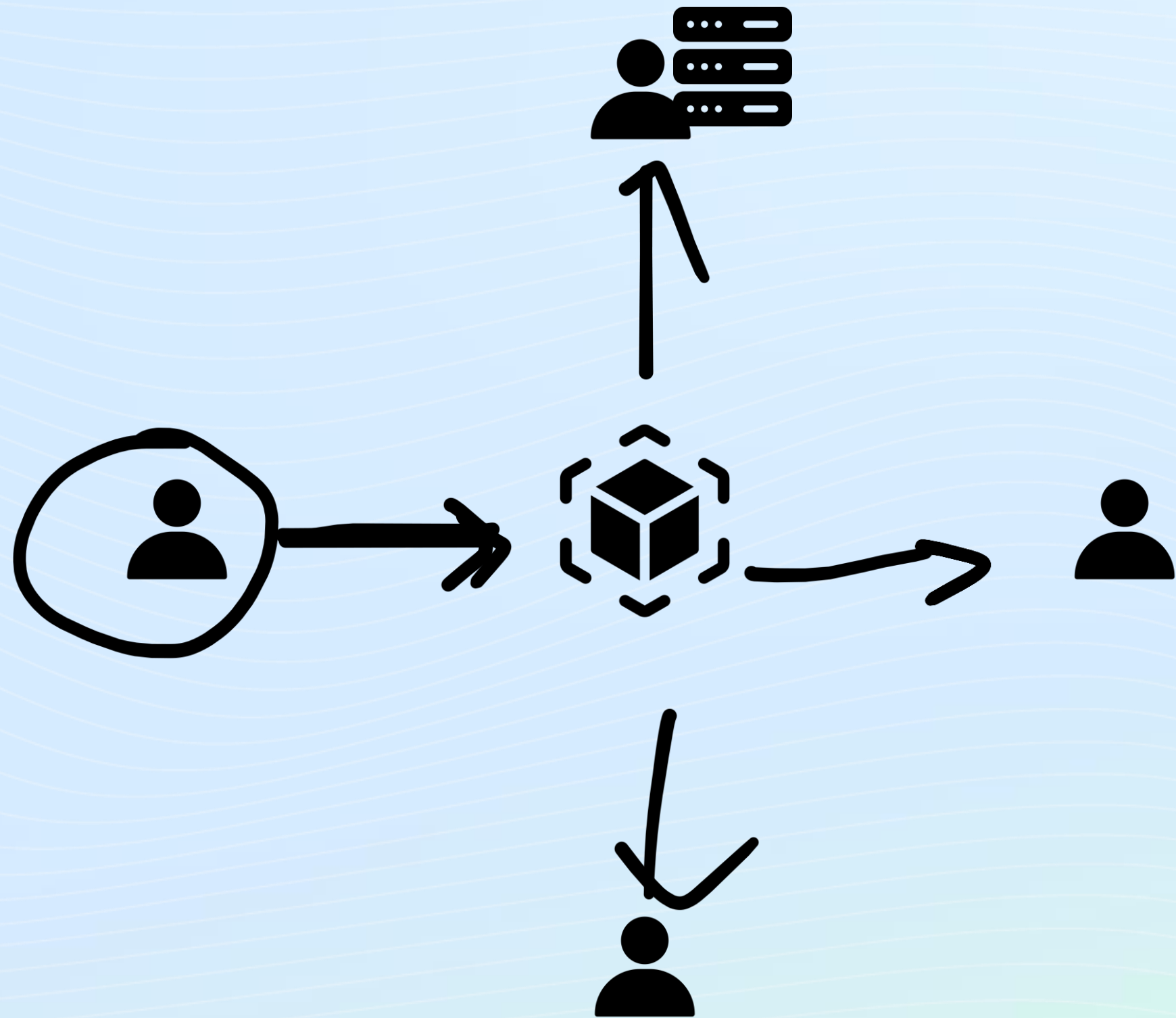
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How to synchronize data ?

1. Define who has authority
2. Owner modifies data
3. Share modification to other players

Data Authority :

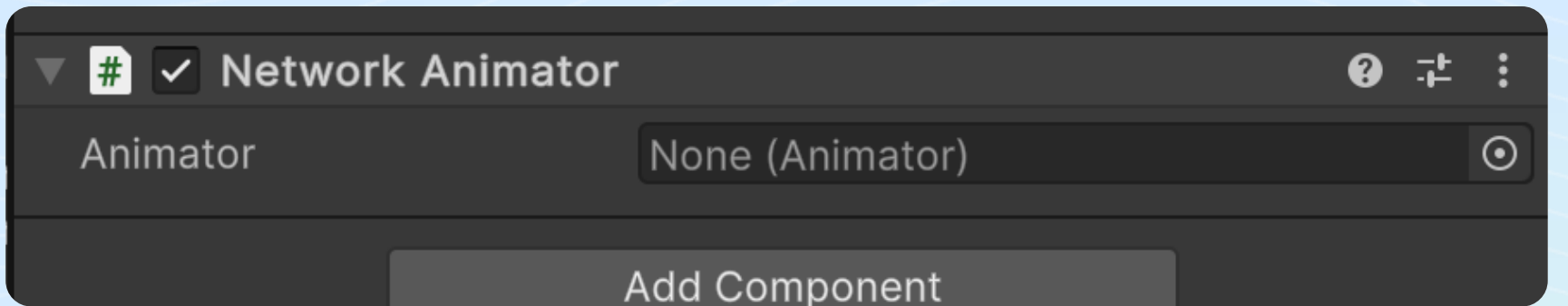
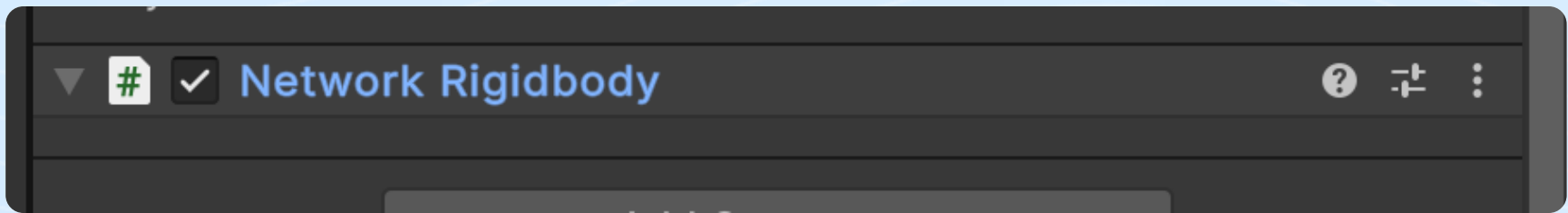
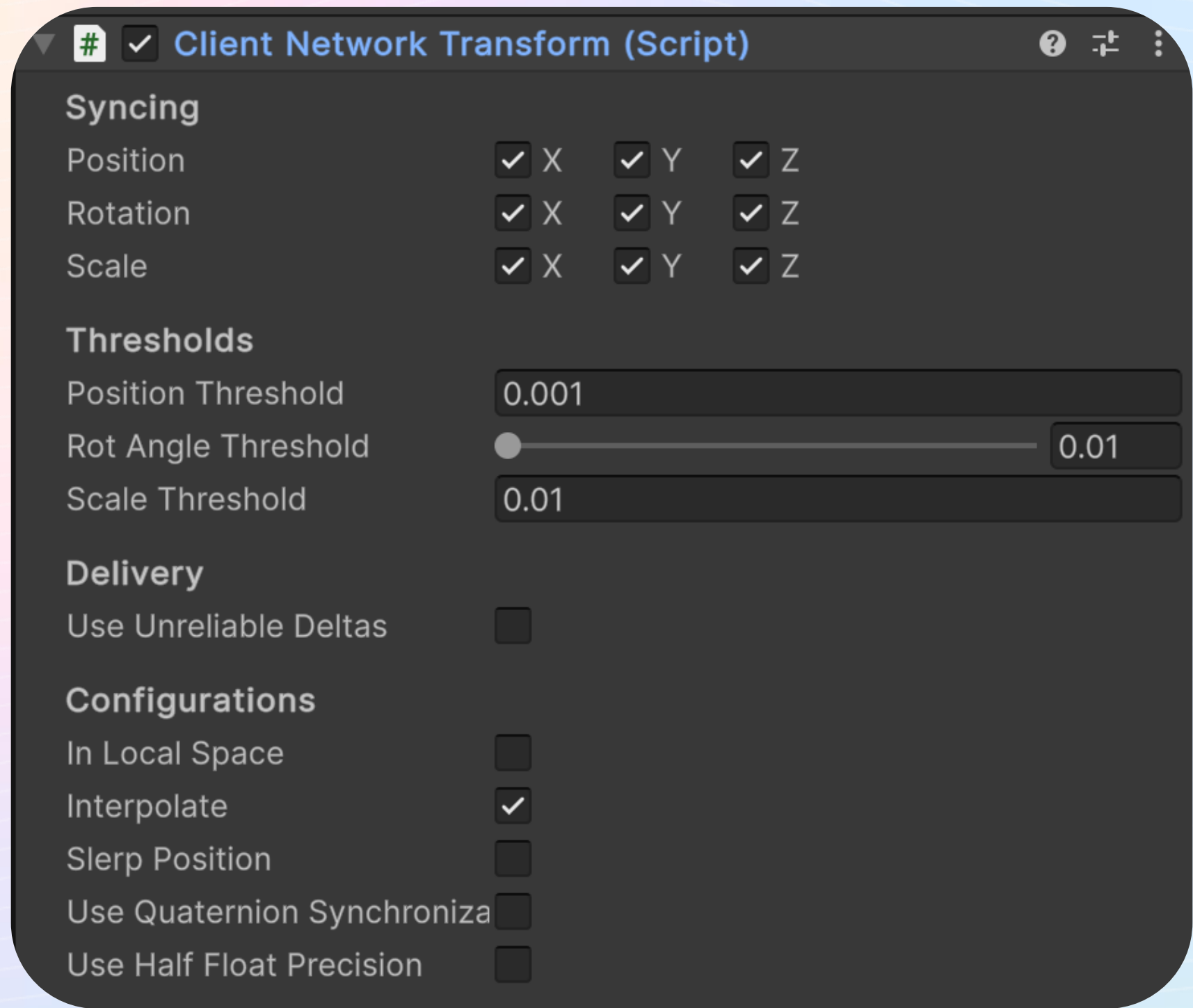
- Client Authoritative
=> Responsiveness
- Server Authoritative
=> Consistency



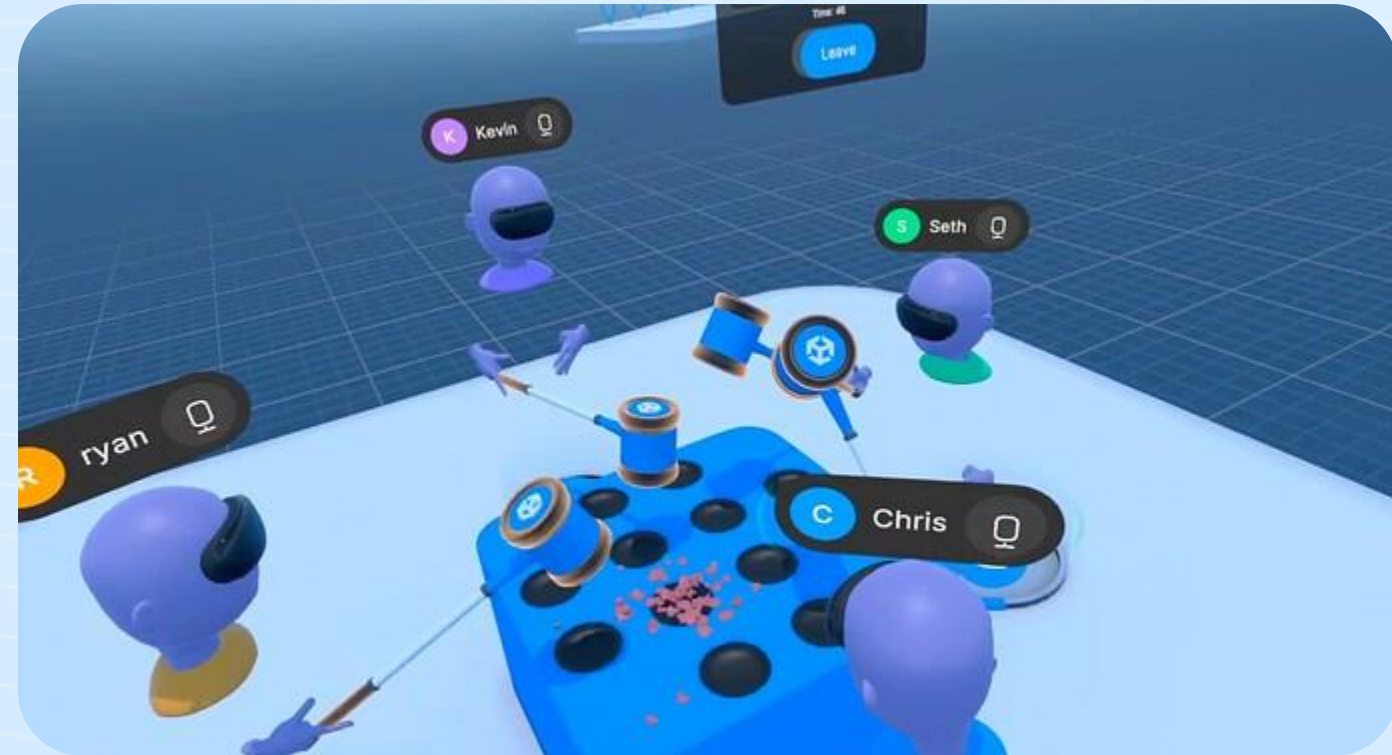
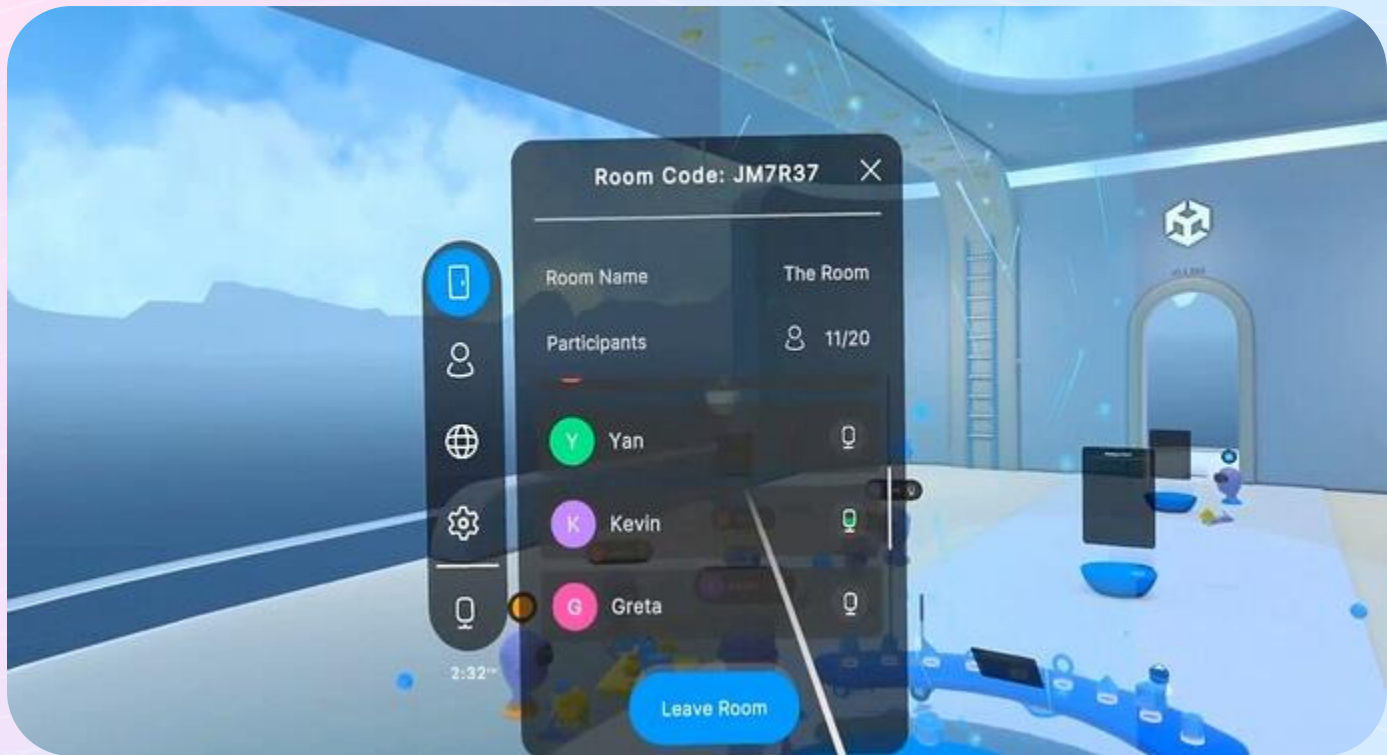
Exemple : Network Grabbable



Unity Built-in Components



Unity VR Multiplayer Template



Club

- Give velocity to ball on collision



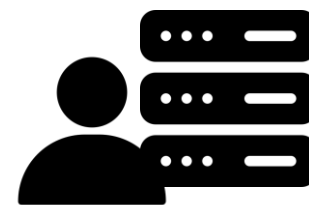
Ball

- Rigidbody



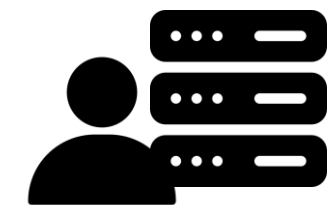
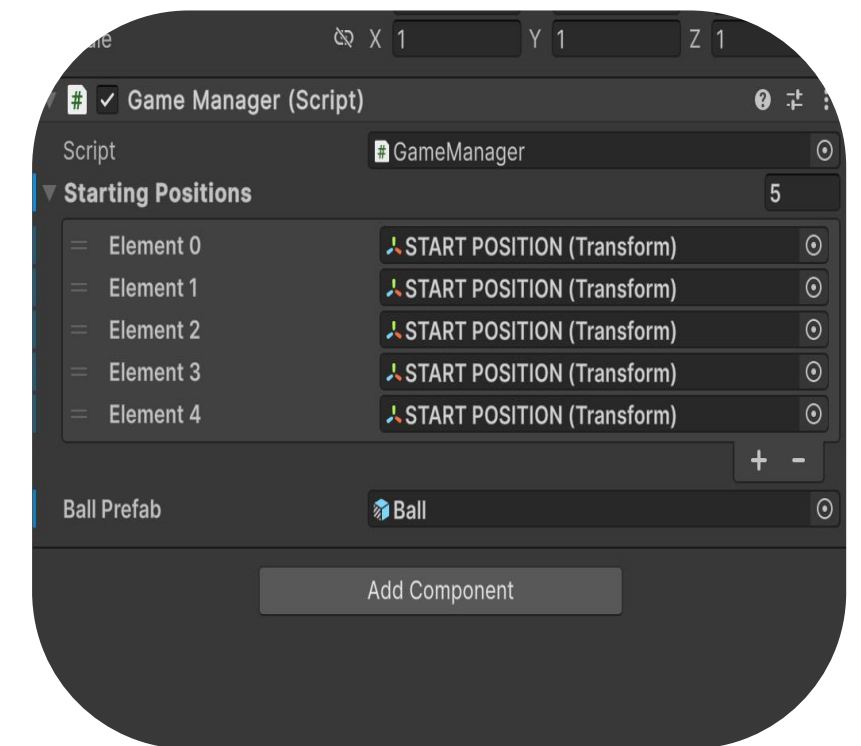
Hole

- Detect ball falling on hole



Game Manager

- Moving to next hole on score



Q&A

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Part 3 : Platform Integration
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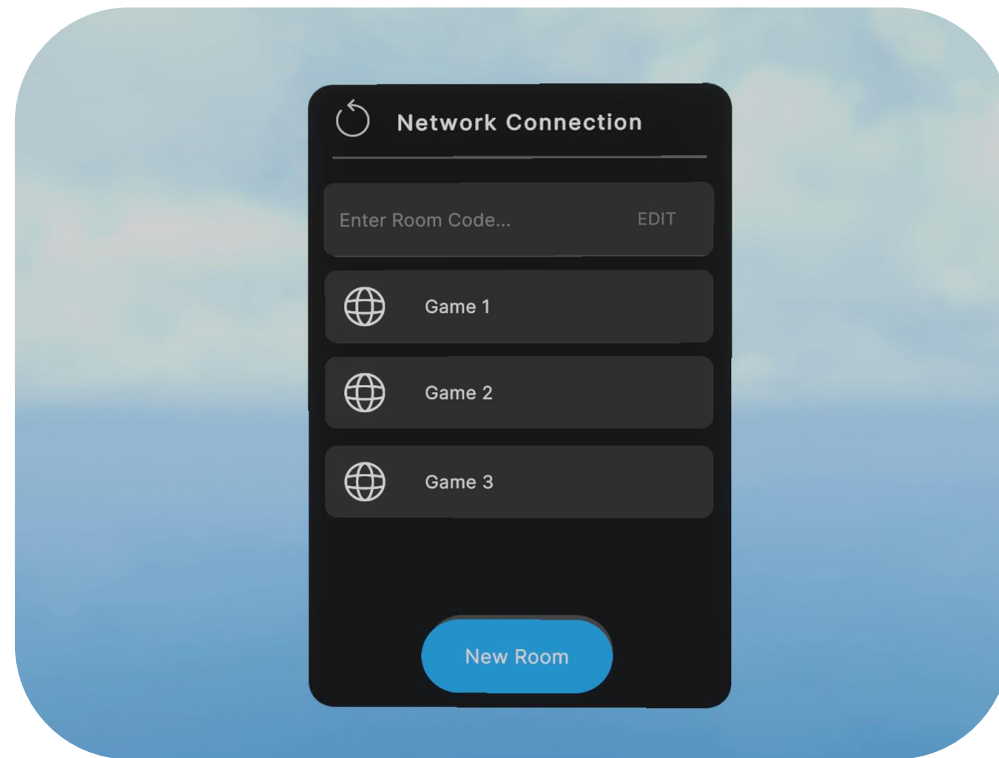
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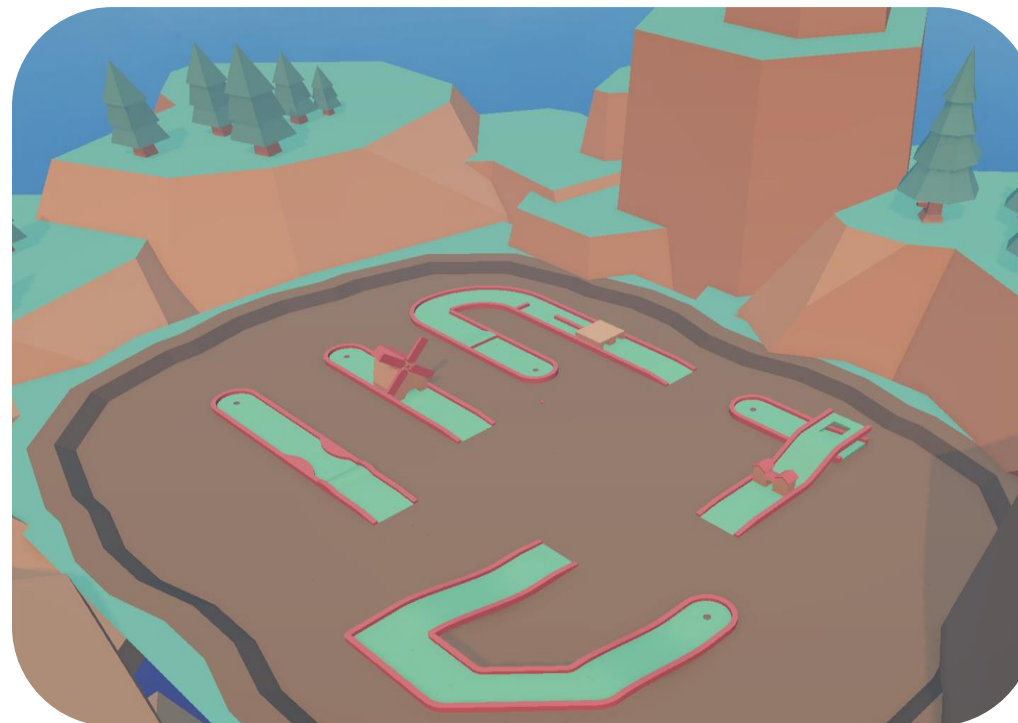
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3 – Platform F2P Integration

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- Player Profile
- Meta Leaderboard
- In App Purchasin



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Club

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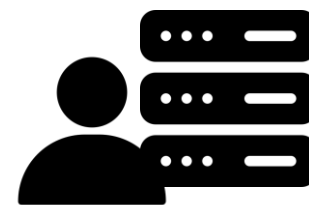
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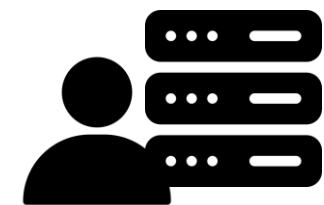
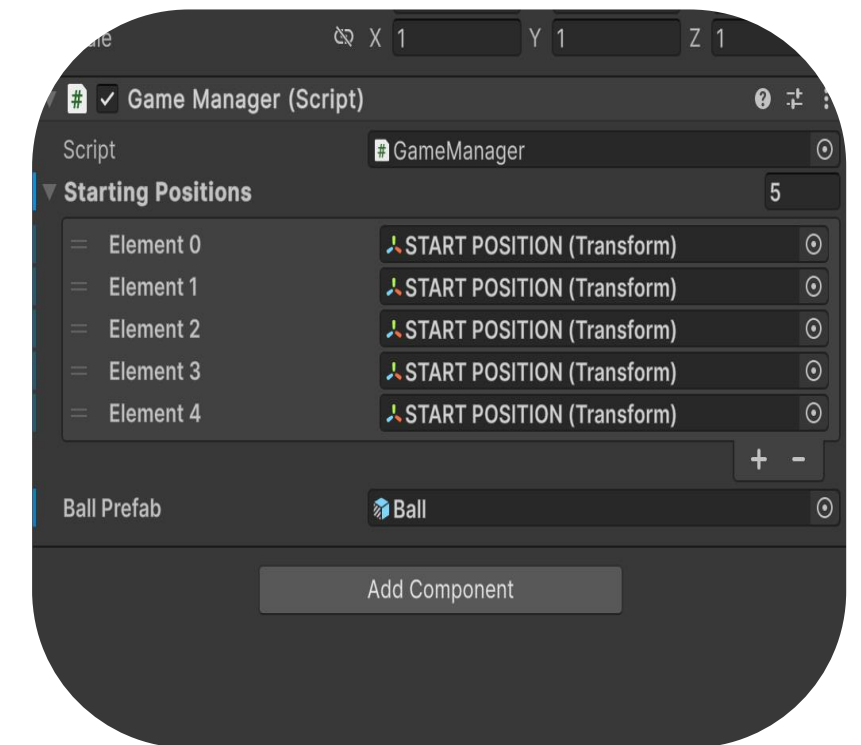
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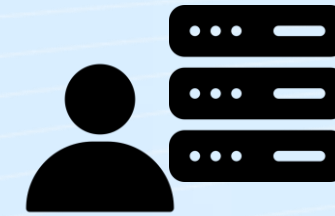


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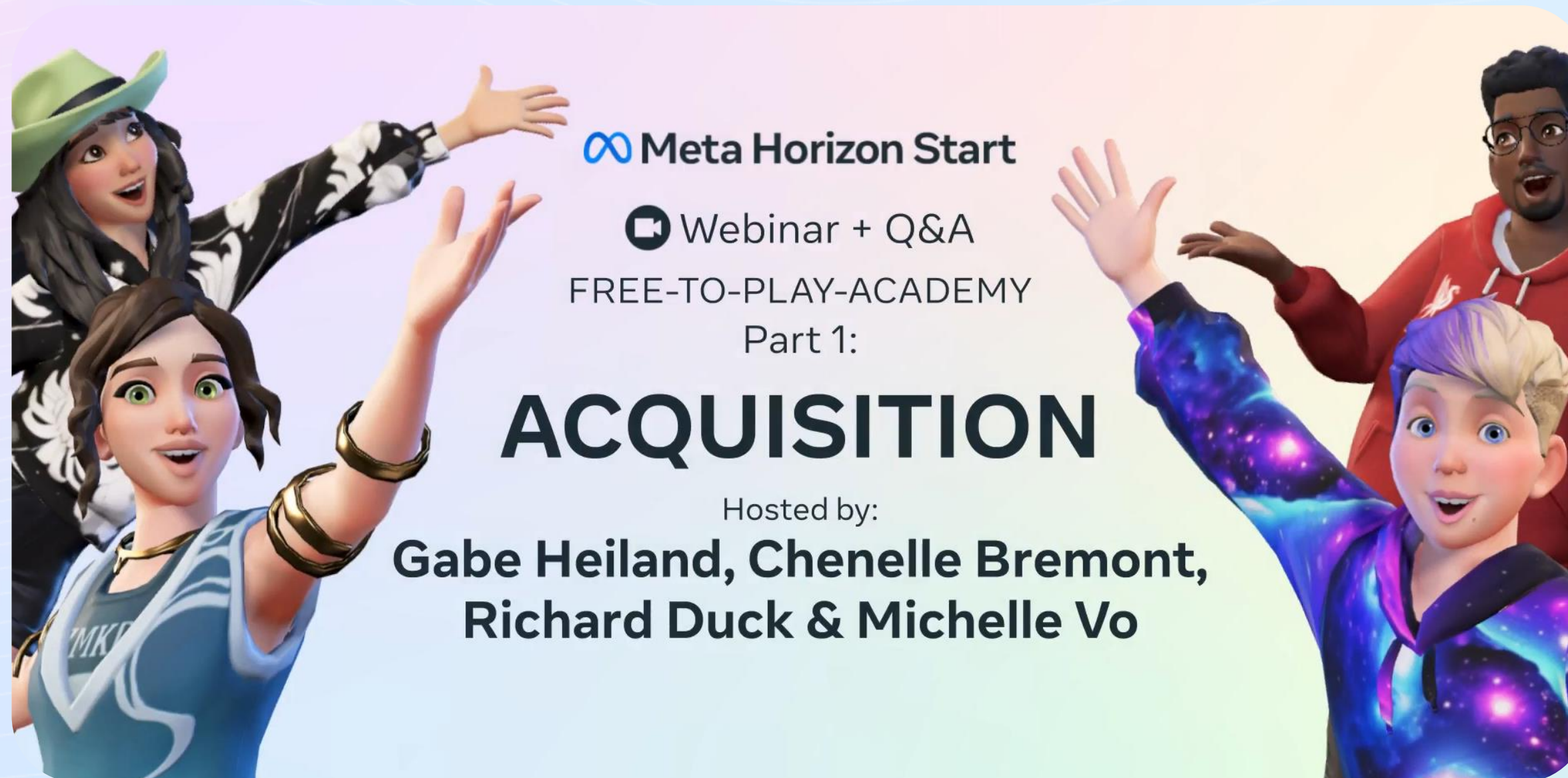
Data Authority :

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F2P Academy : Part 1 and 2



Meta Avatar

Highly Customizable

Body Tracking

Voice Lip Sync

Legs



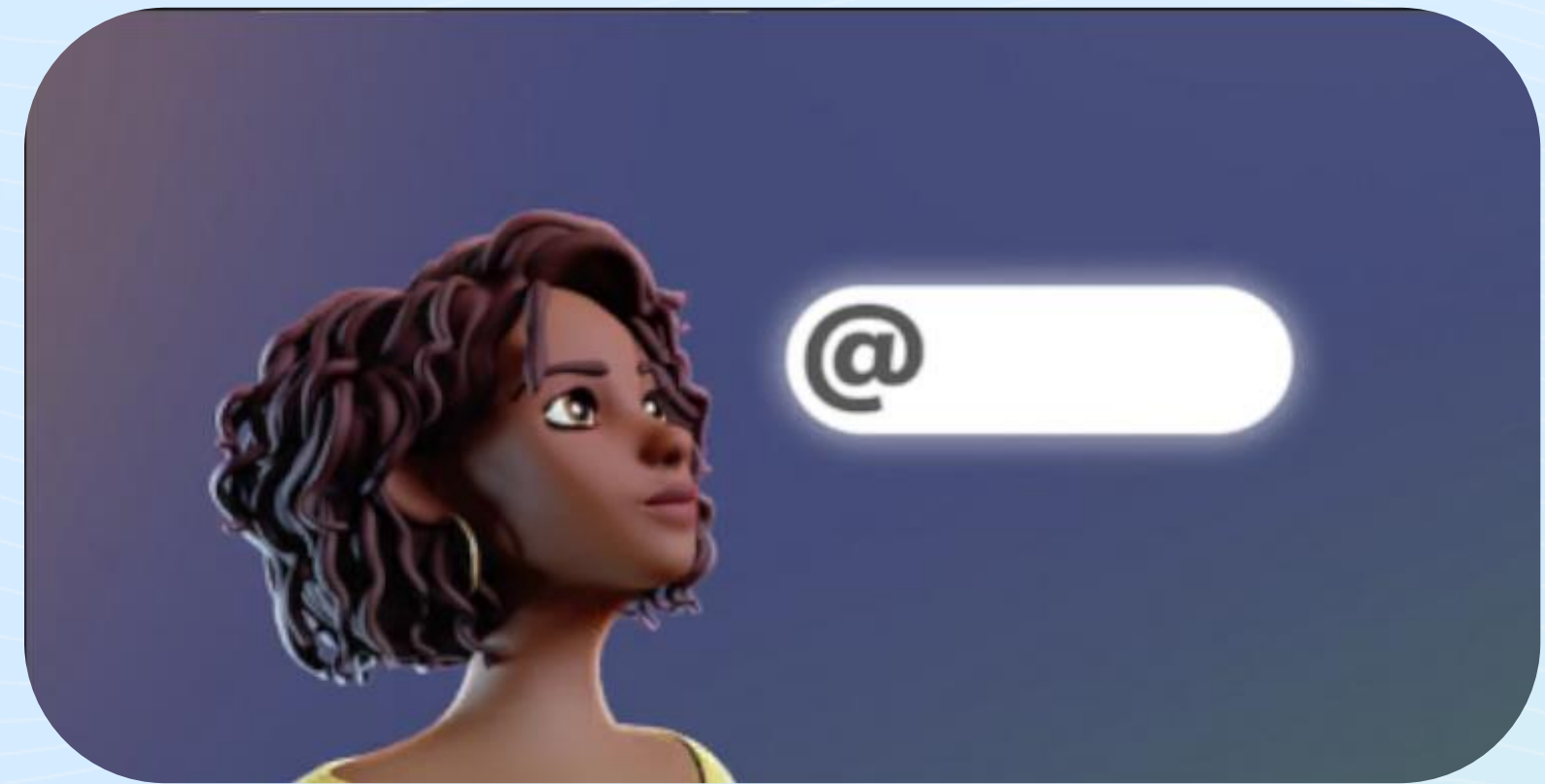
Player Information

Display Name

Users Data

Friends

...



In App Purchasing

Subscription

One time purchase

Durable

Consumable

Cosmetics

Additional Content



Leaderboard

Entries

Submission

Client or Server Authoritative

Automatic Filtering

Point, Percent, Distance, Time...



Q&A

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