SPACE GUARDIANS’ MULTIPLAYER

**DEVELOPMENT LOG**

This is the development log for the Space Guardians multiplayer (client/server) setup using the MP Tanks / CBS (Cross-Platform Backend Solution) as a foundation for the new game.

The MP Tanks project offers a foundation for the multiplayer arena style systems which uses Unity’s Netcode OR **Photon PUN2** (we used Photon) for its matchmaking services combined with Microsoft’s Azure PlayFab dedicated server back-end for user authentication, inventory, user management and databases.

The CBS (Cross-Platform Backend Solution) package provides a selection of easy-to-follow tools to manage inventory, itemisation, events, giveaways, battle passes and so much more that are provided as part of the Azure PlayFab dedicated server hosting.

**-- IMPORTANT–**

**This document is important and discloses important information regarding the development and maintenance of core systems in the project. DO NOT disclose this to ANYONE. If you have access to this document it is intended for your eyes only and should not be replicated or shared with anyone without express consent from its author, Gareth James, DEFVERSE Founder and creator of the Space Guardians game.**

* **PHOTON SETTINGS**  
  Open in UNITY: Window > Photon Unity Networking > PUN Wizard  
  **APP ID:** a71d3a81-aef9-4327-9ba7-08b87f8995ad  
  **Photon PUN2 Services:** <https://www.photonengine.com/pun>
* **PLAYFAB SETTINGS**Use the Playfab Editor Extension package!The window should show in the same panel as the Unity inspector. Open in UNITY > Window > Playfab > Editor Extensions  
  **APP ID:** 5F8EA  
  **Microsoft Azure PlayFab Dedicated Server:** <https://playfab.com/>
* **MP TANKS BASE GAME**  
  Open in UNITY > Window > Tanks Multiplayer > Network Setup. Follow the PUN2 setup if you want to replicate our set up   
    
  **MP Tanks Project Unity Asset Store:** <https://assetstore.unity.com/packages/templates/tutorials/tanks-multiplayer-netcode-photon-69172>
* **CBS (Cross-Platform Backend Solution)**  
  Open in UNITY > CBS > Configurator. There are several steps to follow so please read the documentation and follow it step by step. It’s complicated so don’t skip steps.  
   **CBSS (Cross Platform Backend Solution) Unity Asset Store:** <https://assetstore.unity.com/packages/tools/game-toolkits/cbs-cross-platform-backend-solution-playfab-200638>

**-- TO DO LIST –**

* Continue from the TanksMultiplayer.pdf documentation tomorrow. Was working through the documentation one more time just to ensure I understand everything that the tanks demo offers and then I will move on to the CBS setup which will lead me through the setup of the Azure Playfab services so we can test things like our own item store, authentication and inventory management. TANKS DEMO DOCS FIRST > CBS documentation next.

-- v0.1.0 –

* Initial setup of the project including the addition of the MP Tanks, Photon PUN2, and CBS packages.