SPACE GUARDIANS’ MULTIPLAYER

**WORKING LOG**

Week ending 15 Jan

* Space Guardians Project
  + **Encryption Algorithms** have been implemented and tested on core data to ensure compatibility with all services. Encryption is one element of our security layer which uses a variety of algorithm and dynamic keyword generation to reduce the chances of any vital account / game data being compromised by hackers and cheaters

Week ending 8 Jan 2023

* Space Guardians Project
  + Setup of the new project environment. This new project uses a dedicated server architecture (Playfab) as well as some core packages in Unity to act as core foundation for our dedicated server management and networked play solutions
  + Setup of the associated packages needed to initialize the dedicated server and multiplayer lobby services (Photon)
  + NEW development log created for the multiplayer edition of the game. This will act as the core development documentation for the game forthwith

**LAYOUT EXAMPLE**

Text

Description automatically generated