

REMOTE REPLAY

For Unity



By RealitySims

INTRO

Remote Replay for Unity is a simple, lightweight system to record & analyze replays from Unity 2D games. You can deploy the system into your mobile games in just a few steps, and watch how your players play your game almost in real time.

HOW IT WORKS

Remote Replay records visual positions of sprites and camera for a period you can define (onboarding, challenging level or boss etc.). ***It does not record any videos.*** Once finished, it either caches the replay(if your player is offline) or connects to Firebase and sends the replay to Firebase storage. If the player is offline it simply tries to send their replay later.

The replays are very lightweight (optimized data structure & gzip compression) - though it also depends on how you configure Remote Replay. For example, you can change the fps of recording which affects the replay size considerably.

Later, when you want to watch your replays, check out Firebase storage for newly arrived replay files, copy & paste the filename into our replay player scene, and you're ready to go.

QUICKSTART

- 1) Add the package to your Unity Project, it will contain 2 folders:
 - One with a sample game, which includes the replay recorder (TODO: name)
 - Another with the replay player (TODO:name)
- 2) Create a new Firebase project

Please follow Google Manual (TODO: link) if unsure how you create a Firebase project. Don't forget to download google-services.json and put it into your Assets folder!

You might need to restart Unity, especially in case of subsequent Firebase errors.

- 3) Enable Anonymous login in Firebase, if not enabled yet
- 4) Enable Storage in Firebase, if not enabled yet
- 5) Open the sample game scene, play for a couple seconds. You should see a red circle in the corner, indicating a replay is being recorded for 15 seconds. You should also see a message in the console once the video has been recorded & uploaded to Firebase.
- 6) Copy & paste the replay filename either from Unity console, or from Firebase storage, which at this point should contain the new replay filename, in the "replays" folder.
- 7) Launch the replay recorder scene, copy & paste the filename and watch the replay!