Photon Multiplayer 3d Pool Game.

Screen 1

G **Sign up with Google**

Screen 2

Select Charater

Player1	Player2
Player3	Player4

Screen 3

Ram

Screen 4

Ram
Game won 2
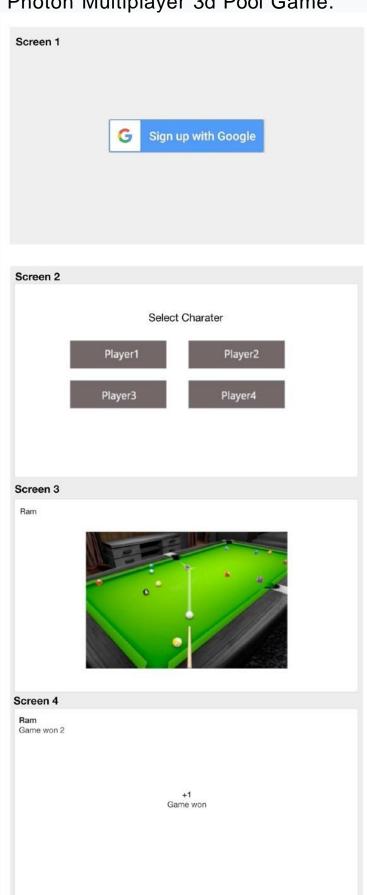
+1
Game won

1. Sign In with Google Auth or Email Password Auth using the Firebase Unity SDK.

2. A UI Menu to get the user name (only for new user, if existing user fetch from DB).

3. A player character selection menu with minimum 4 characters, from which user has to select 1 character.

4. Store user name, character id (from step 3) and win/loss stats (step 10) to Firebase Realtime DB or Firestore.

5. Use Realtime player movement sync using Photon in a room where a pool table is located.

6. Use Photon voice chat where the players voice can be heard when they are close to each other.

7. When they are nearby the pool, trigger the game to start with 2 players.

8. Each player will take turns to hit the ball with the stick and whoever scores will get a point.

9. Once all the balls are finished, the one with highest points should win.

10. Update the pool games won/loss stats in Firebase DB (step 4).

11. Display player stats in the front-end either always during game play on any corner or can display after game ends.