

## Fusion BR200 - ReadMe

#### Overview

Fusion BR200 is a **AAA** and production-ready third-person battle royale shooter game sample for up to 200 players at 60 Hz network simulation rate.

Fusion BR200 uses **Client-Server** topology and implements multiple server hosting modes supported by the Photon Fusion SDK:

- Player-hosted matches: A player machine acts as both server (simulation) and client (local player input).
- Self-hosted headless dedicated server: on home computers or dedicated game servers from a cloud provider.
- Hosting on the Multiplay platform provided by Unity, including queue-based Matchmaking.

## Supported Platforms and Requirements

Fusion BR200 is built for PC with Keyboard and Mouse input.
Fusion BR200 runs on Windows (10 / 11), MacOS (Intel / M1) and Linux Ubuntu. These platforms are also supported both for regular PC builds as well as for the Dedicated Server build platform.

Unity 2021.3.5f1 or higher is required.

#### **Features**

- Multiple gameplay modes: Battle Royale, Elimination, Deathmatch
- Hitscan weapons using projectile data ring buffer
- Ability to run headless server instance configured by command line arguments
- Weapon dynamic dispersion, recoil, recoil patterns and recoil reduction
- Tick accurate animation system
- Advanced interest management
- Advanced input processing, custom look smoothing
- Health & damage system
- Projectile piercing (penetration)
- Player management: Joining/leaving, recovering player data after reconnect, late join
- Item boxes and pickups: Ammo, fuel, health, shield, weapons, grenades
- Dynamic item drops (player can drop weapons, grenades)
- Grenades: Explosive, flash, smoke
- Camera shake system



- Jetpack
- Spectator
- Semi-Procedurally generated levels
- Menu with matchmaking and options
- Announcer system
- Footstep system

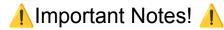
### **Documentation**

A general overview of the gameplay and technical features of the game is available on <a href="Photon">Photon</a> website. Some implementation details are explained directly in code.

For details on the Multiplay hosting and matchmaking, please refer to the <u>Multiplay cookbook for Fusion BR200</u> included in the webdocs and the <u>official Multiplay documentation by Unity</u>.

# Support

**Fusion**: Join the Photon Community Discord server! It can be joined via the <u>Photon Dashboard</u>. **Multiplay**: Please refer to Unity and the Unity Games Service teams via the <u>Unity Dashboard</u>.



To test the project:

- In Player Hosted mode 1x free Fusion Appld (20 CCU) is required.
- In Dedicated Server mode, 1x free Fusion Appld AND an account and game server instance with Multiplay Self Service are required.
  - Supports up to 80 players with the standard settings on Unity Game Server Hosting. Need to scale up? <u>Get in touch</u>, and Unity will discuss your requirements for up to 200 players.
  - /!\ Warning /!\ Unity Game Server Hosting is a pay-as-you-go service with an \$800 credit to get you started. You must sign up for Unity Gaming Services with a credit card to start. See the Multiplay <u>Billing FAQ</u> to learn more.