

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 [Photon website](#). Some implementation details are explained directly in code.

For details on the Multiplay hosting and matchmaking, please refer to the [Multiplay cookbook for Fusion BR200](#) included in the webdocs and the [official Multiplay documentation by Unity](#).

Support

Fusion: Join the Photon Community Discord server! It can be joined via the [Photon Dashboard](#).

Multiplay: Please refer to Unity and the Unity Games Service teams via the [Unity Dashboard](#).

⚠ Important Notes! ⚠

To test the project:

- In Player Hosted mode 1x free Fusion AppId (20 CCU) is required.
- In Dedicated Server mode, 1x free Fusion AppId **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? [Get in touch](#), 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 [Billing FAQ](#) to learn more.*