

Photon Shooter Documentation

Folders Structure

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PhotonShooter ([Contains the whole project](#)).

Animations ([Contains all the animations](#)).

Animators ([Contains all the animators](#)).

Materials ([Contains all the materials](#)).

Models ([Contains all the 3d models](#)).

Prefabs ([Contains all the prefabs](#)).

Resources ([Contains all the objects we instantiate in the game](#)).

Scenes ([Contains all the scenes](#)).

Scenes->Maps ([Contains all the maps scenes](#)).

Scripts ([Contains all the scripts](#)).

Scripts-> Cameras ([Contains all the camera scripts](#)).

Scripts-> Examples ([Contains all the script examples](#)).

Scripts-> Misc ([Contains all the misc scripts](#)).

Scripts-> Weapons ([Contains all the weapon scripts](#)).

Textures ([Contains all the textures](#)).

Menu Structure

Root

MultiplayerUI ->

->Multiplayer ([Contains the PhotonInit script and the ServersList script](#)).

Scripts Description:

PhotonInit: [This script handles the connection to the photon cloud. This is the first thing we do when we run the game.](#)

ServersList: [This script fills the server list in the join menu.](#)

Main

Multiplayer ->Main->PlayerName (Contains the [PlayerNameScript](#)).

Multiplayer ->Main->Host ([Button to host a game](#)).

Multiplayer ->Main->Join ([Button to join a game](#)).

Multiplayer ->Main->Options ([Button to go to the game options](#)).

Multiplayer ->Main->Quit ([Button to quit the game](#)).

Scripts Description:

PlayerNameScript: [Simple Class](#) to handle the player name. Basically we set a name automatically if we haven't set a custom player name yet. Stores a custom player name in the players prefabs. Then we'll use it next time instead of creating a random "GUESTxx" one.

Join

Multiplayer ->Join ([Contains the Join script](#)).

Multiplayer->Join->Description ([Simple text to show a description about the servers info](#)).

Multiplayer->Join->ServerList ([List of Servers](#)).

Multiplayer->Join->Filter ([Filters we use for the list](#)).

Multiplayer->Join->Refresh ([The refresh button to refresh the list](#)).

Multiplayer->Join->Region ([Simple text to show the current cloud region](#)).

Multiplayer->Join->PlayersOnline ([Simple text to show the players online for that region](#)).

Multiplayer->Join->Back ([The back button to get back to the main menu](#)).

Multiplayer->Join->Join ([The Join button to join the selected server](#)).

Multiplayer->Join->SystemMessage ([Simple text to show a message ie: "The room is full"](#)).

Scripts Description:

Join: [This script updates the list of servers, the region info and players online.](#)

EnterPassword

EnterPassword->EnterPassword ([Input field to enter the password](#)).

EnterPassword-> Back ([Back button to the Join menu](#)).

EnterPassword-> Enter (Enter button to join the room).

EnterPassword-> SystemMessage (Simple text to show if we enter the password correctly).

Network

Network-> ServerRegion (Text that shows the current cloud region we are connected).

Network-> Players (Text that shows the current players online).

Network-> Ping (Text that shows the current ping).

Network-> Back (Back button to get back to the Options menu).

Network-> Apply (Apply button to apply the changes we made).

Options

Options-> Network (Button to go to the Network menu).

Options-> Back (Back button to get back to the main menu).

Room

Room-> RoomName (The room name)

Room-> Players (The max players for the room).

Room-> Back (Back button to get back to the main menu).

Room-> Practice (Practice button to enter to the practice mode).

Room-> Start (Start button to start the match).

Room-> Map (To set the map).

Room-> Mode (To set the game mode).

Room-> Chat (The chat for the room).

Room-> Players (Shows the list of players. If you are the master client you can also kick other player out of the room).

Room-> MatchDuration (To set the duration of the match).

CreateRoom

CreateRoom-> RoomName (Input field to set the room name).

CreateRoom-> Private (Toggle button to enable private rooms).

CreateRoom-> Players (To set the max players for the room).

CreateRoom-> CreateRoom (Button to create the room)

CreateRoom-> Back (Back button to get back to the main menu).

CreateRoom-> Password (Input field to enter the password).

CreateRoom-> SystemMessage (Simple text to show messages).

ConnectionStatus

ConnectionStatus->Log->_Log (Texts that shows the connection status).

InGameUI (In-Game menu)

GameUI-> Chat (In-Game Chat).

GameUI-> ExitMenu (To exit the match).

GameUI-> AimGUI (Shows the players health, bullets, reload etc..).

GameUI->ScoreBoard (Shows the scoreboard).

GameUI-> RoundTimer (Countdown timer for the round).

GameUI-> Counter (Text the shows the current time left for the round).

GameUI-> Message (Simple text to show messages).

GameUI-> Result (The result screen).

GameUI-> TeamSelection (The team selection menu).

GameUI-> TeamsScore (The team score)

Basic Game Functionalities

GameManager: Instantiates the game modes and handles some basic things like enable the player and reset some variables for the player at start.

Game Modes: All game modes derives from the base class “[GameMode](#)” The game mode class in the extensions such as the “[DeathMatchExample](#)” class handles the player creation, starts the round timer , stops and load the next round and handles all the logic for that game mode.

Game modes we currently have:

- Death Match (Classic death match).
- Team Death Match (Same as the death match mode but team based).
- Capture the flag.

Weapons: All weapons derives from the class “[Weapon](#)”. The weapons switch is handled with the class “[WeaponManager](#)”.

Player: The player we instantiate is located in the folder “Resources”. You can use the “CardBoardPlayer” or the “PresentPlayer” They are the same but they have different 3d models. You can edit the player, change the 3d model, texture etc.. The animator currently have 2 animation states to handle the idle and walk (That we control with the parameter AnimState, 0 for idle and 1 for walking) but it can be extended to handle more animations.

Multiplayer Menu: We can create or join games, make private games, kick players, we have a chat system which has a buffer to save the last 10 messages. We have a practice game mode inside the room menu which can be useful if you are waiting for other players.