

Multiplayer Networked Game

Our Game

- 2D game (platformer/puzzler)
 - Tilesets
- Start with 2 players

Things to Do/Roles

- Need to find a networking api:
 - <https://www.photonengine.com/en-US/Photon>
 - <https://mirror-networking.com/>
- Creating art assets (tilesets and sprites): Jasmine
- Update Player movement script: Jasmine
- Level Design:
- Game Mechanics: Tami
- Game/Network Coding: Maddox
- UI (title screen, pause menu, win screen, level selector):
- Player Pop/Respawn Mechanic:
- Platform Mechanics (moving and jump through):

Brainstorm

- Fireboy and water girl tingz 🧑🔥
- Puzzles like pico park :O

References

Board To Bits Games

1. Better Jumping with 4 Lines of Code:
<https://www.youtube.com/watch?v=7KiK0Aqtmzc>
2. Better Jumping in Unity: Optimizations:
<https://www.youtube.com/watch?v=acBCegN60kw>

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3. 9 EASY Steps to create a multiplayer game with Unity & Photon - Tutorial:
<https://www.youtube.com/watch?v=93SkbMpWCGo>

Choosing the right netcode for your game -

<https://blog.unity.com/technology/choosing-the-right-netcode-for-your-game>