brainCloud Bombers Photon Tutorial

Thank you for trying the brainCloud Bombers Photon Tutorial!

This example demonstrates how brainCloud and Photon can be used in combination. brainCloud provides persistent back-end with support for experience levels, achievements, leaderboards, data, email login, and custom statistics. Photon provides the ability to search for and host multiplayer games.

Note that the brainCloud Baas client SDK is already included in the brainCloud Bombers Photon Asset Store package, so you do not need to download or import it into your project.

Download the brainCloud Bombers Photon example package

You can locate the brainCloud Photon Bombers tutorial package by searching on the keyword "brainCloud" in the Unity Asset Store, or by navigating directly to this link:

https://www.assetstore.unity3d.com/#!/content/50657

If your reading this, you probably have already downloaded
the brainCloud Photon Bombers example :)

Hook the example game up to your brainCloud account

For the game to connect to the brainCloud server, you need to first signup with an account. *brainCloud is free during development. See our* pricing page *for more information.* You can sign up to brainCloud directly from Unity.

In Unity, select **brainCloud | Select Settings**, to be brought to the brainCloud plugin interface.
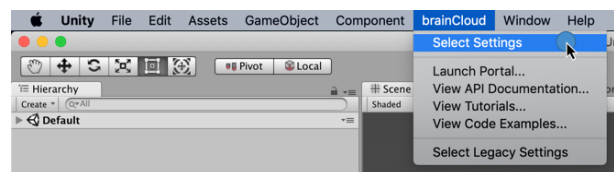
If brainCloud is not one of the available drop-downs, make sure you have properly imported the example package. *Latest development*

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packages of our client SDK can be found <u>here</u>

From the main plugin page, click **Signup** to create your new account.

*If you have already had a brainCloud account, you can use **Login** instead.*

Once done registering your account, you will be sent an email to set the password to your account.

Note: Your email might be in your junk folder.

For creating your app, please select the **Create with template?** option, and choose the **Bombers** example. The template will set your app up with the same configurations found in the Bombers example.

Now when you play the game, you will be sending the data to your copy of the app!

You can go to the brainCloud dashboard with your login details at this <u>link</u>, and check out the data on the dashboard — *login with the account login details you just made earlier*

You'll see the User Statistics from the Bombers template under **Design | Statistics Rule | User Statistics**

Name	Type	Initial Value	Min Value	Max Value	Category	Merge Action
planesDestroyed	Long	0	0	1000000000	general	takePrimary
bombsHit	Long	0	0	1000000000	general	takePrimary
bombsDropped	Long	0	0	1000000000	general	takePrimary
gamesPlayed	Long	0	0	1000000000	general	takePrimary
timesDestroyed	Long	0	0	1000000000	general	takePrimary
carriersDestroyed	Long	0	0	1000000000	general	takePrimary
shotsFired	Long	0	0	1000000000	general	takePrimary
gamesWon	Long	0	0	1000000000	general	takePrimary

Download and configure the Photon Unity Networking Asset Store package

To run the project, you will need to download and import the Photon Unity Networking Asset Store package. You can find this package by navigating to

https://www.assetstore.unity3d.com/en/#!/content/119922

or by searching for "PUN 2" in the Unity Editor's Asset Store.
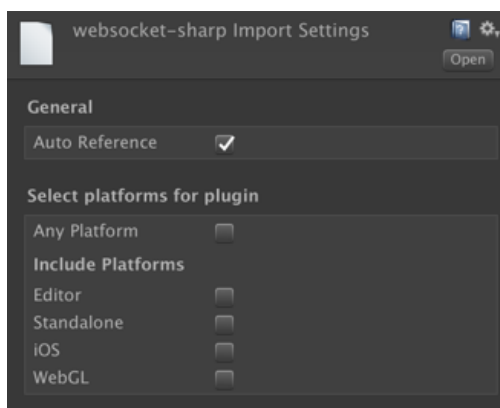
Both Photon and brainCloud include a copy of websockets-sharp.dll. You will need to remove one of the copies. For brainCloud, this dll can be found in **Assets | BrainCloud | UnityWebSocketsForWebGL**. Click websockets-sharp.dll, and disable its inclusion in all platforms and click **Apply**. Run the current scene to refresh Unity.

After you've imported the package and refresh Unity, you can go into the **Window / Photon Unity Networking / PUN Wizard** and select **Setup Project**. Enter your app id if you have one, otherwise enter an email and you will be taken through the account creation.
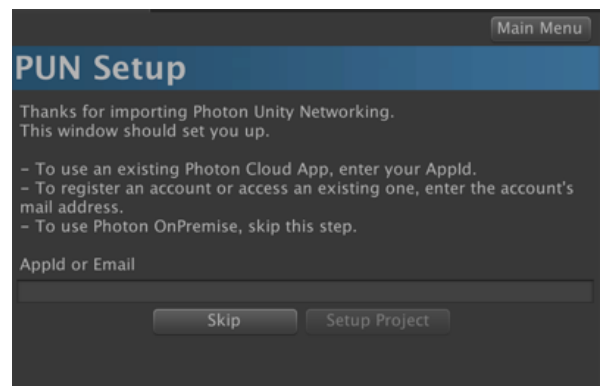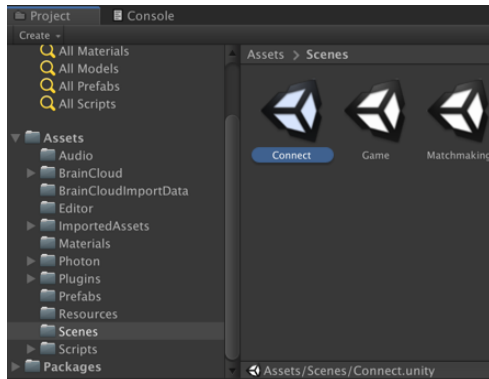

Note that if you've already created an account, your **AppId** can be found in the Realtime section of the Photon Dashboard.

https://dashboard.photonengine.com/
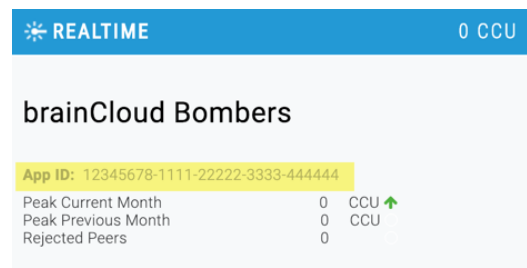
Run the game from the IDE

After having linked your Photon server to the Unity project, you should be ready to go.

Open the **Assets | Scenes | Connect** scene, then hit **Play**.

Give the game a whirl, and then come back and we'll hook it up to your own brainCloud account.

Digging in

Bombers Deep Dive

More information on the Bombers game can be found here:

http://getbraincloud.com/apidocs/tutorials/unity-tutorials/about-braincloud-bombers/

brainCloud API Reference

For the complete reference of available APIs refer to the brainCloud APIDocs at:

http://getbraincloud.com/apidocs

For more Unity tutorials, go to:

http://getbraincloud.com/apidocs/tutorials/unity-tutorials/
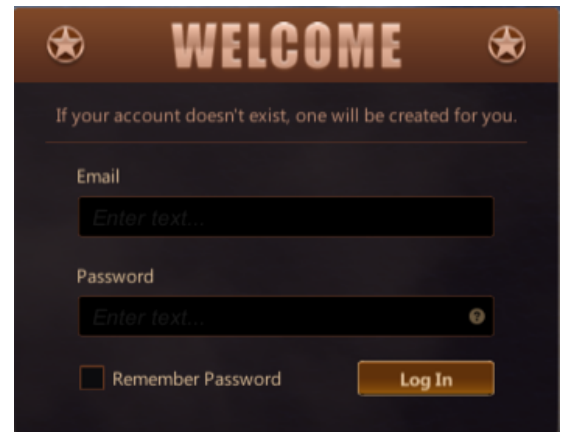
Playing Bombers

When you start up Bombers, you are first presented with the **Welcome** screen.

Enter an *email* and *password,* click **[Log In]** and you should be connected to brainCloud.
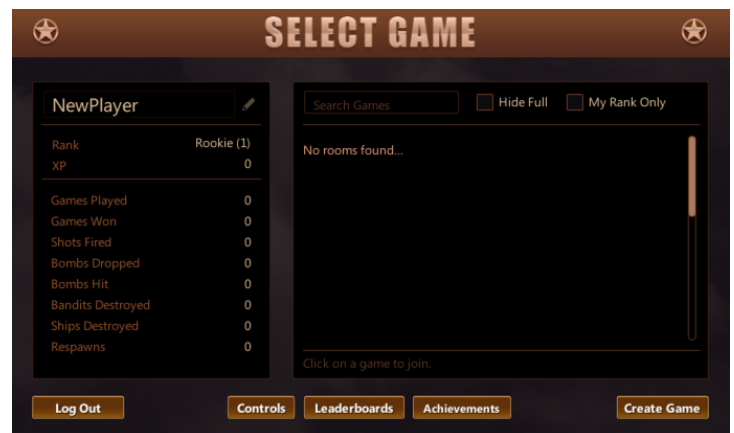
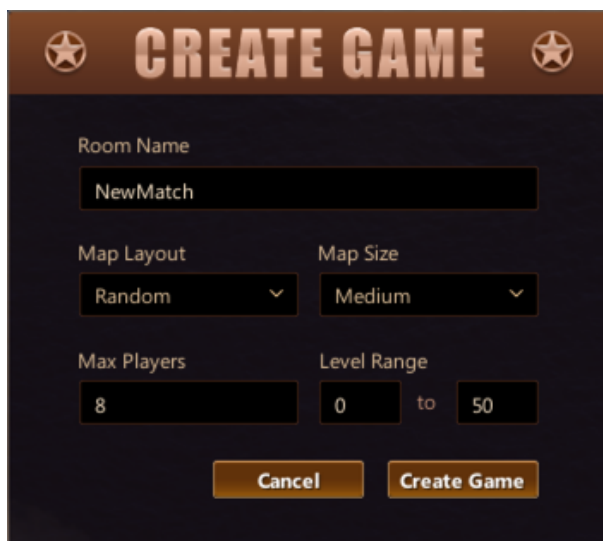*(Note - if the account doesn't already exist it will be created for you.)*

Upon successful authentication you should see the **Bombers Lobby**.

You can join an existing game (room,) or create a new one. For our purposes, we will create a new game.

In the **Create Game** dialog you can specify your room name, the layout of the map, map size, maximum number of players, and the player level range. Just click **[Create Game]** to continue.

At this point you can invite a friend to join you in the lobby. When everyone has joined in, click **[Start Game]** to launch.

Game Controls

Bombers uses standard WASD keyboard + mouse controls:

- 'A' turn counter clockwise
- 'D' turn clockwise
- 'W' speed up
- 'S' slow down
- Mouse button 1 to fire guns
- Mouse button 2 to drop a bomb (if available)

Happy Hunting!