



GDM352 ONLINE GAME

FakeRunner

Rachaporn Vonganansak 61080501645

HOW TO PLAY

เดินหน้า ▲

ถอยหลัง ▼

เลี้ยวขวา ►

เลี้ยวซ้าย ◄

FIRE BULLET Z

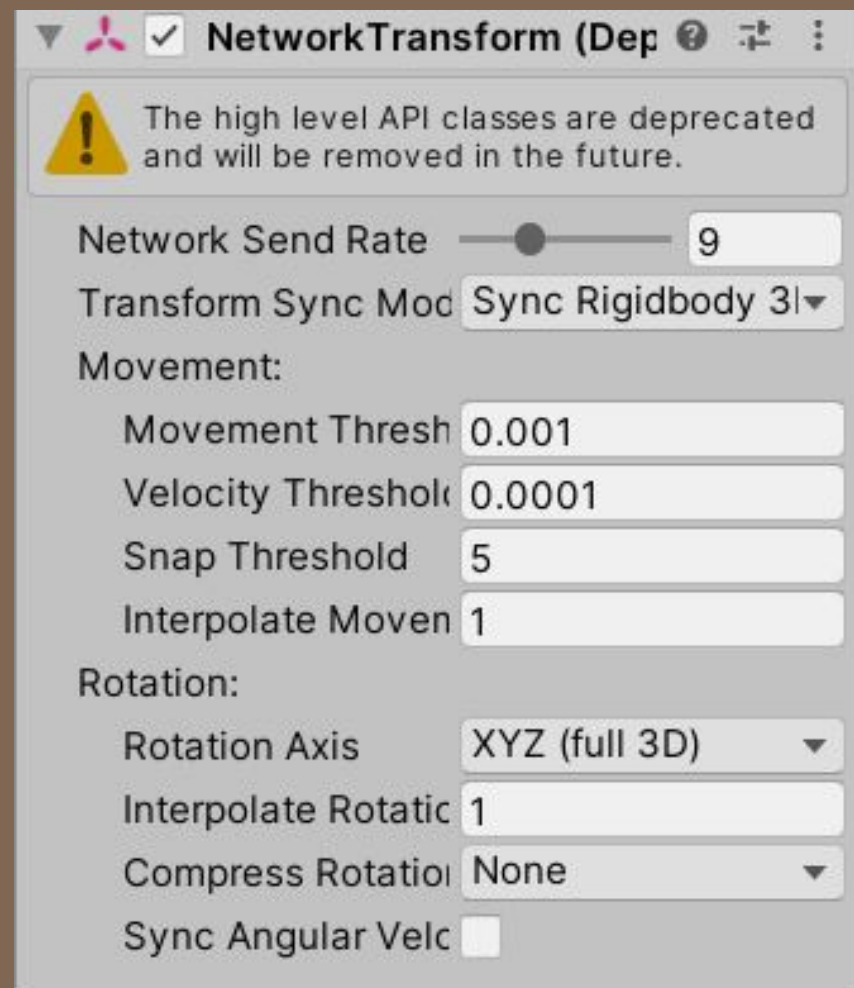
DASH X

- ถ้าผู้เล่นโดนผู้เล่นอีกคนยิงจน **HP** เหลือน้อยจะเป็นการลดความเร็วชั่วคราวระยะเวลานี้

- แดชจะเป็นการเพิ่มความเร็วในการวิ่ง แต่ถ้าผู้เล่นกดแดชจน **STAMINA** เหลือน้อยจะวิ่งช้าลงและ **STAMINA** ก็ลงเพิ่มขึ้นช้าลงตามไปด้วย ดังนั้นผู้เล่นต้องระวังให้ดี

ONLINE FEATURE

SYNC TRANSFORM



SYNC ANIMATION

```
//SyncAnimation
Animator animator;           SetupLocalPlayer
[SyncVar(hook = "OnChangeAnimation")]
public string animState = "idle";
```

```
//SyncAnimation
void OnChangeAnimation(string aS)
{
    if (isLocalPlayer) return;
    UpdateAnimationState(aS);
}

[Command]           SetupLocalPlayer
public void CmdChangeAnimation(string aS)
{
    UpdateAnimationState(aS);
}

void UpdateAnimationState(string aS)
{
    if (animState == aS) return;
    animState = aS;
    if (animState == "idle")
        animator.SetBool("Idling", true);
    else if (animState == "run")
        animator.SetBool("Idling", false);
}
```

```
void Move()
{
    float translation = Input.GetAxis("Vertical") * speed;
    float rotation = Input.GetAxis("Horizontal") * rotationSpeed;
    translation *= Time.deltaTime;
    rotation *= Time.deltaTime;
    transform.Translate(0, 0, translation);
    transform.Rotate(0, rotation, 0);           MyPlayerController

    if (translation != 0)
    {
        animator.SetBool("Idling", false);
        this.GetComponent<SetupLocalPlayer>().CmdChangeAnimation("run");
    }
    else
    {
        animator.SetBool("Idling", true);
        this.GetComponent<SetupLocalPlayer>().CmdChangeAnimation("idle");
    }
}
```

ONLINE FEATURE

NEW LOBBY

Fake Tale Runner

Status: OfflineHost: None

MATCHMAKER

CREATE A GAME

Input name...

CREATE

FIND A GAME

LIST SERVERS

MANUAL CONNECTION

PLAY AND HOST

OR

DEDICATED SERVER

JOIN A GAME

127.0.0.1

JOIN

MATCH MAKING

uNet_FakeRunner

Fake Tale Runner

Status: OfflineHost: None

BACK

SERVER NAME

SLOTS

rach

1/2

JOIN

PREVIOUS

NEXT

ONLINE FEATURE

CHAT SYSTEM

```
//ChatUI
Text chatTxt;
InputField inputText;
```

```
void Start()
{
    if (isLocalPlayer) ...
    else ...

    chatTxt = GameObject.Find("chatTxt").GetComponent<Text>();
    inputText = GameObject.Find("inputText").GetComponent<InputField>();

    animator = GetComponentInChildren<Animator>();
    animator.SetBool("Idling", true);
}
```

```
private void Update()
{
    Vector3 screenPoint = Camera.main.WorldToViewportPoint(this.transform.position);
    bool onScreen = screenPoint.z > 0 && screenPoint.x > 0 &&
        screenPoint.x < 1 && screenPoint.y > 0 && screenPoint.y < 1;
    if (onScreen) ...
    else ...

    //Chat UI
    if (!isLocalPlayer)
    {
        return;
    }
    if (Input.GetKeyDown(KeyCode.Return))
    {
        string Message = inputText.text;
        inputText.text = "";

        CmdSend(Message);
    }
}
```

```
[Command]
void CmdSend(string messagee)
{
    RpcRecieve(messagee);
}
[ClientRpc]
public void RpcRecieve(string message)
{
    chatTxt.text += ">>" + message + "\n";
}
```

ONLINE FEATURE

SPAWN BULLET

```
void Update()
{
    if (!isLocalPlayer) return;
    ShootBullet();
}
void ShootBullet()
{
    if (Input.GetKeyDown(KeyCode.Z))
    {
        CmdShoot();
    }
}
void CreateBullet()
[Command]
void CmdShoot()
{
    CreateBullet();
    RpcCreateBullet();
}
[ClientRpc]
void RpcCreateBullet()
{
    if (!isServer)
    {
        CreateBullet();
    }
}
```

SYNC PLAYERNAME

```
//playerName
public Text namePrefab;
public Transform namePos;
private Text nameLabel;
[SyncVar(hook = "OnChangeName")] public string pName = "player";
```

```
void OnChangeName(string n)
{
    pName = n;
    nameLabel.text = pName;
}
[Command]
public void CmdChangeName(string newName)
{
    pName = newName;
    nameLabel.text = pName;
}
```

ONLINE FEATURE

SYNC HP

```
//SyncHP
public Slider healthPrefab;
public Transform healthPos;
Slider health;
//[SyncVar(hook = "OnChangeHealth")]
public int healthValue = 100;
NetworkStartPosition[] spawnPlayerPos;
public GameObject explosionPrefab;
```

```
[ClientRpc]
public void RpcChangeHelth(int n)
{
    if (isServer) return;
    healthValue = n;
    health.value = healthValue;
}

[Command]
public void CmdChangeHealth(int hitValue)
{
    healthValue = healthValue + hitValue;
    health.value = healthValue;
    RpcChangeHelth(healthValue);
    if (healthValue <= 0)
    {
        healthValue = 100;
        health.value = healthValue;
    }
}
```