Network Report

I made a basic one on one soccer game using netcode in Unity.
The game was made in 3D and it uses physics.
I noticed that there was a network rigidbody component but when I added it to an object the physics wouldn't work. The physics seem to work well enough without the component though.

The gameplay is simple. There is a red player and a blue player competing in a game of soccer. The ball is a network object with physics and the players will try to push it to the other player's goal. When a goal is scored, a point is given to the player that scored and then the players and the ball's position resets.
There is also a basic chat in the game that is accessible whenever a player presses the 'y' key.

I implemented the players' start position and material colors by keeping a list of the players in a game manager and assigning position and material based on their index on the list.
Getting the player materials to sync up was a bit of a challenge. I would get an error message that says "don't know how to deserialize" and I had to find a workaround to fix the problem which led to some messy code.
I made it so the score system is calculated on the server and made it display to the clients.

It's been a bit of a challenge learning how to work with networking but I think I am starting to get a hang of it. I think I've gotten a better understanding of how online multiplayer games work.