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**AMA Computer College Naga City**

**Panganiban Dr, Camarines Sur, Naga**

**Documentary Requirement Presented**

**to the Senior High School Department for Work Immersion**

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In Partial Fulfillment of the Requirements

For

**Information Communication and Technology (ICT) Strand**

**PROGRAMMING**

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**ACKNOWLEDGEMENT**

I would like to express my thanks of gratitude to our teacher online as well as our principal in our branch for their guidance and for allowing me to showcase the fruit of my skills throughout this whole school year which helped me learn new things and grow as a better student, for that, I am thankful for it.

I would also like to thank my parents for their time and effort in taking care of me while I work hours and days on this project and to my supported friends that helped me create ideas, advice, test, and give proper feedback on my project, their time and effort are greatly appreciated as it helped me balanced my project that made it better.

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1. **COMPANY NAME AND BRIEF DESCRIPTION**

This project is more targeted to companies that are Game Studios. However, this project is not only specific to Games, It is also applicable to PC Applications or be used as an Online Application.

1. **SYSTEM BRIEF DESCRIPTION**

This project is a chat room system and highlights the library; Photon Network which is a Unity package library for multiplayer games. This project uses Unity Engine mostly for Game Development and Unity’s programming language: C-Sharp; An Object-Oriented Language similar to Java which uses classes and objects for handling data.

**LOGIN\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**INPUT:** User first gets to login and input their username to identify and display in the chat room.

**PROCESS:** gets stored in a key under the function PlayerPrefs(key); a function in Unity C#. And checks if the username is valid, if so redirect to Lobby room.

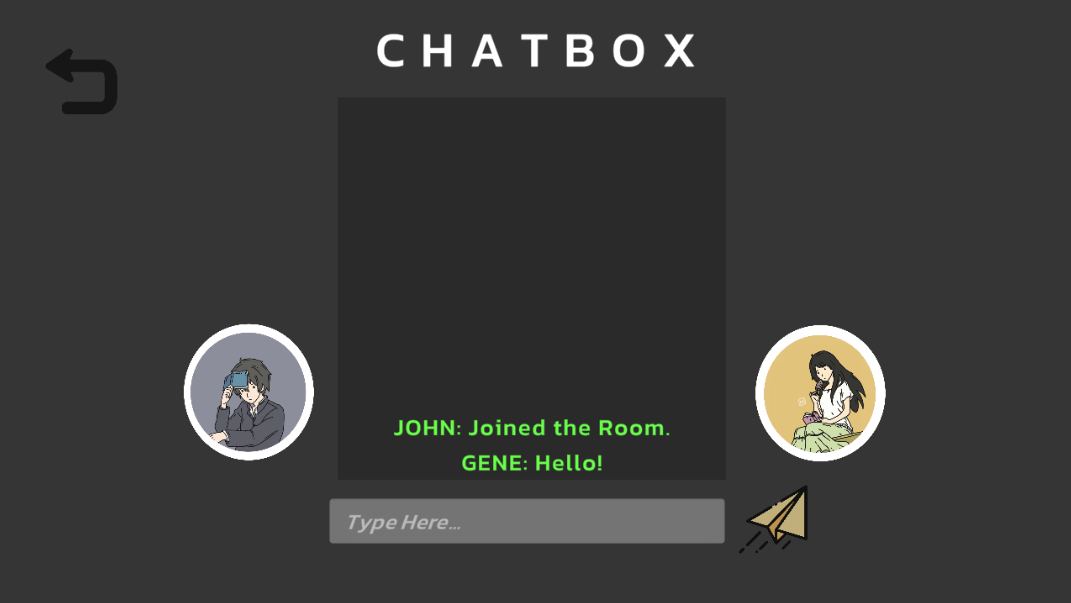
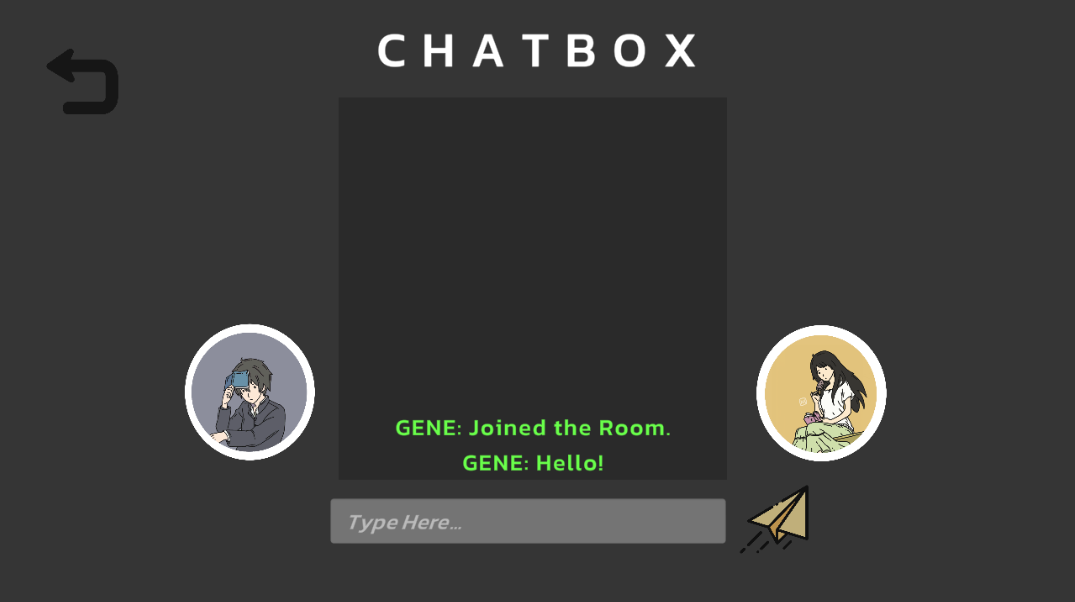
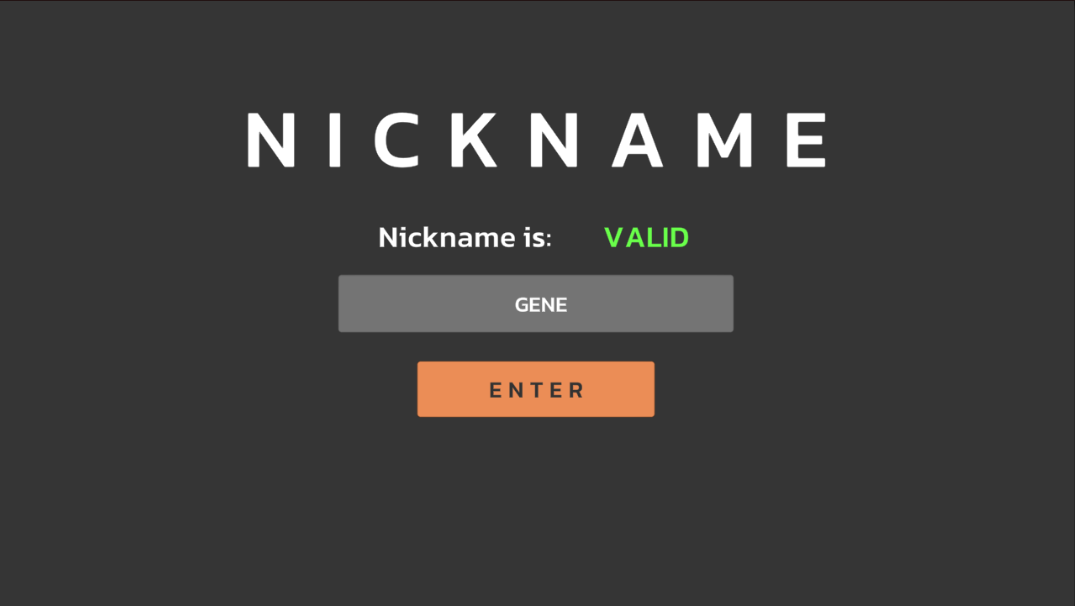
**LOBBY\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  
**INPUT:** Find available rooms in the Photon Server.  
**PROCESS:** If the user did not find or failed to join a room then the user automatically creates a new room and wait for other users to come. Where in the “Lobby.cs” script it checks if the number of players inside the room is greater than 2 then they can get redirected in the “Main Scene (Chatroom)”.

**CHATROOM\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**INPUT:** Type messages in the message field that the user wants to say.

**PROCESS:** The value in input field gets stored in a variable in script and

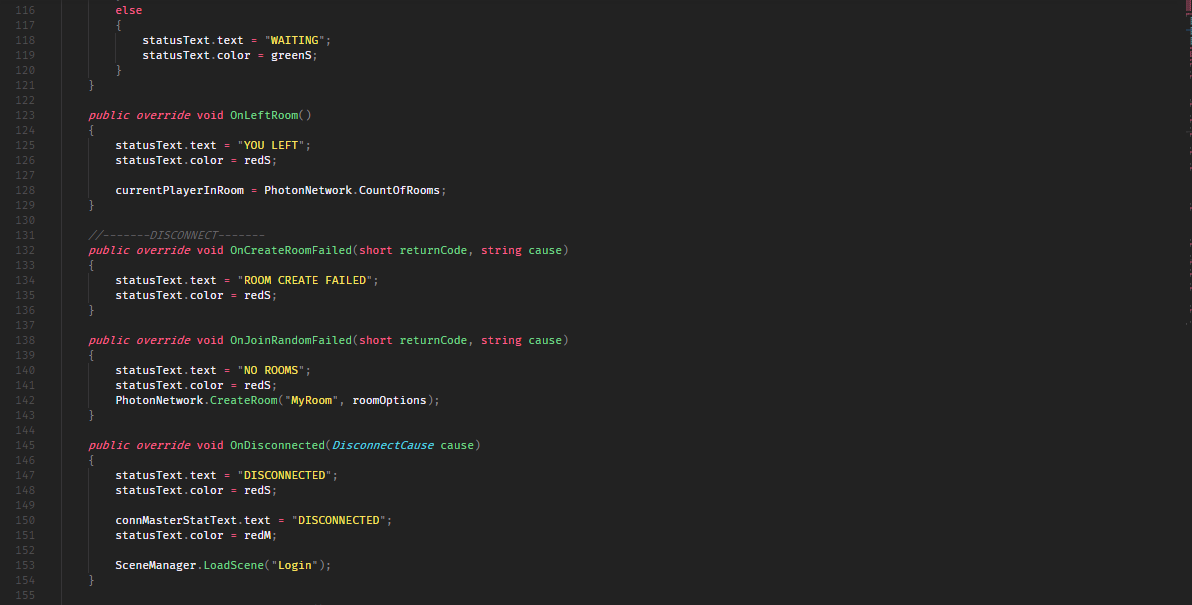
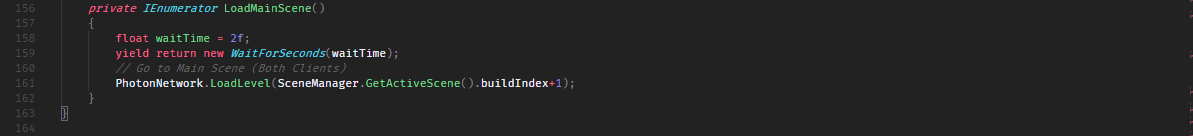
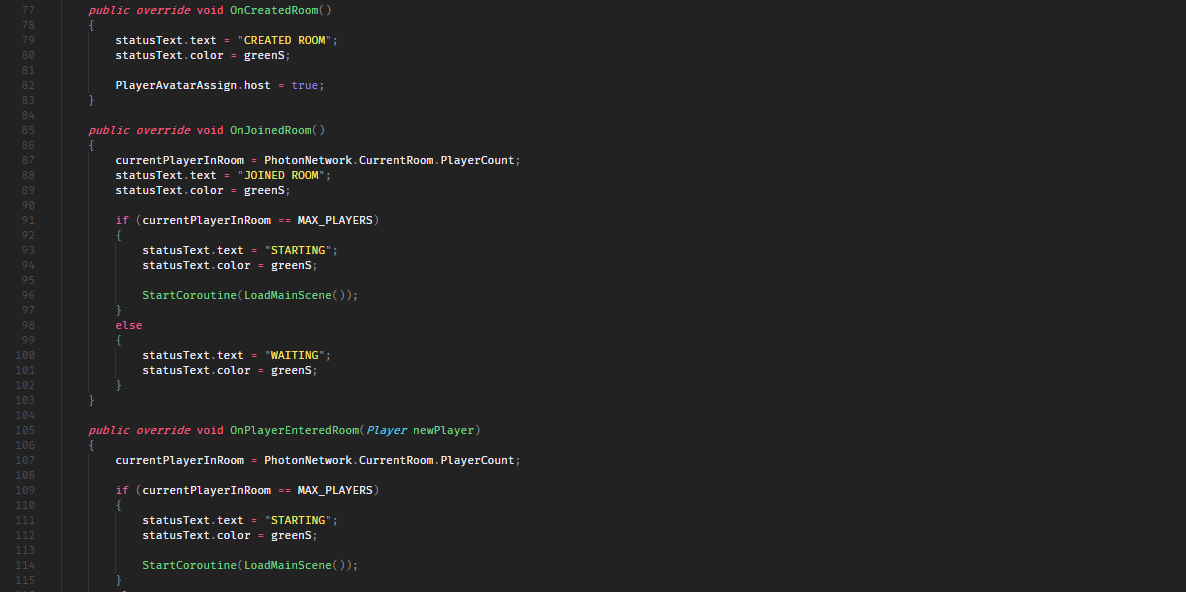
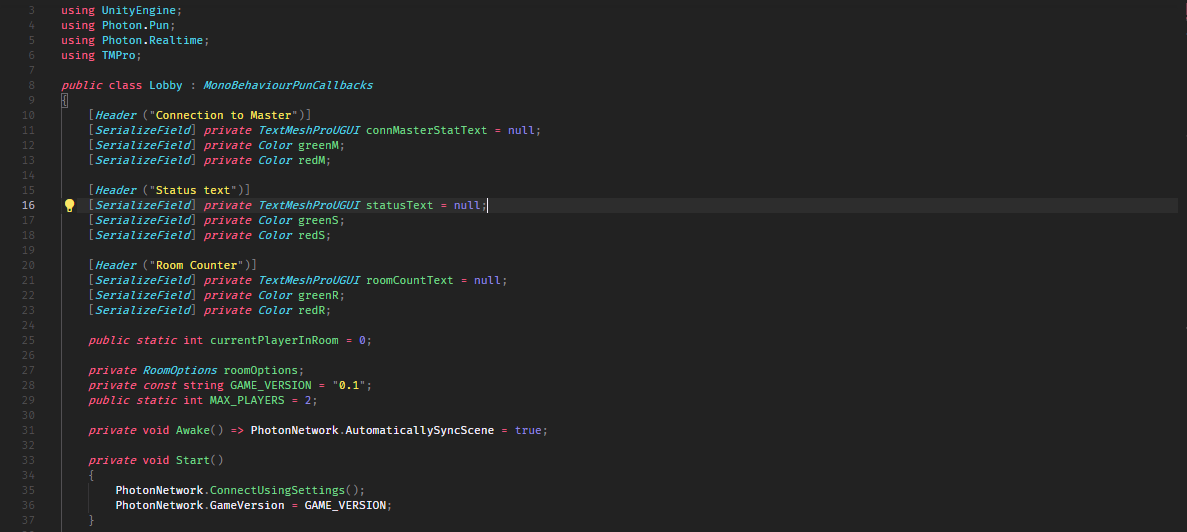
1. **SCREENSHOT OF SYSTEM**



**CLIENT A SCREEN CLIENT B SCREEN**

1. **PROGRAM CODE**

**LOBBY SCRIPT**



**CHAT MANAGER SCRIPT**

