# GroupJam Framework Unity Package

## Steps for use

1. Import Photon 2 PUN from the asset store
   * <https://assetstore.unity.com/packages/tools/network/pun-2-free-119922>
2. Clone the repo into your Assets folder (so you have “Assets/GroupJamFramework”)
3. Add an empty game object to your own scene, call it GameSetupController or something similar (name is not important)
   * attach the GameSetupController script to it (GroupJamFramework/Scripts)
4. Make sure your camera is tagged as MainCamera.
   * Don’t have any weird scripts on the camera as Photon will be controlling it.
5. Change the project build settings to:
   * Scene Index 0: StartMenuScene (GroupJamFramework/Scenes)
   * Scene Index 1: Your scene to load into on host/join
6. Add a new script based on the ButtonExample script (GroupJamFramework/Scripts) to any interactable objects in the scene and edit it to your liking.
   * This will allow each player to interact with the object by clicking on it
7. To test, load up the StartMenuScene (GroupJamFramework/Scenes) and run it.