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Networking Analysis From GDD

Fish watching simulator will also feature a networked multiplayer mode where players can enjoy fish together. This will be implemented with the Photon networking system available on the unity asset store. The system is relatively simple to implement, and works well for a project like this. The quick start guide available on the photon website allows developers to quickly implement a simple solution that can be iterated upon later. According to the photon website, the system has ~ 200 msg / room / s and can handle 2000 - 3000 CCU per server in a standard configuration. Because we are going for a maximum of 4 users per room, this will be more than enough, and photon will provide a good system for Fish Watching Simulator’s networked multiplayer. There were some issues with expanding upon the basic photon tutorial, but there are other resources online that are good for getting more information. It is fairly easy to get the basics going, but tricky to start doing more complicated things with it from my experience