Splash Scene:

1. MainCamera with audio listener
2. Music Player (Don’t destroy on load, exists in all other scenes)
   1. BGM Audiolistener (yes loop)
   2. SFX Audiolistener (no loop)
   3. Store various audio clips in an array, BGM, Splash SFX, LobbySFX, GameSFX, ScoreSFX
3. Shifter.AllScenes.MusicPlayer on Music Player object
   1. void Start()
      1. Don’t destroy on load
      2. Add add OnSceneChanged function to callOnSceneChanged
   2. OnSceneChanged
      1. If Splash Screen: play Splash SFX (always played on default volume)
      2. If Preconnect Screen: play BGM
      3. If Lobby Scene, Play Lobby SFX, If BGM isn’t already playing, play BGM
      4. If Game Scene, Play Game SFX, stop BGM
      5. If Score Scene, Play Score SFX
4. Canvas
   1. Background decoration
   2. Animation (2 sec max)
   3. On animation end
5. Shifter.Splashscene.SceneController: <-called at end of animation
   1. public void Finish(): Go to preconnect scene

Preconnect Scene:

1. MainCamera with audiolistener
2. Canvas
   1. Text fields, sliders, input fields, and buttons
   2. Stats: playerName, friendlyKills, enemyKills, enemyConverts
   3. Interactable: Name input field, quality slider, volume slider, reset options button, reset stats button, reset stats and options
   4. *Ready* Button
   5. All interactable buttons call on Preconnect.PlayerStatsAndOptionsManager functions
3. Event System (to monitor user input)
4. Shifter.AllScenes.PlayerPrefManager:
   1. Public static variables: globalListenerVolume, graphics quality, friendlyKills, enemyKills, enemyConverts, playerName
   2. Public static get and set methods for each
   3. Tells if first play
5. Shifter.Allscenes.PlayerStatsAndOptionsManager:
   1. Public variables: store all all interactable/variable UI
   2. Displays Stats and Options
   3. Changes AudioListener.volume and QualitySettings.SetQualityLevel accordingly
   4. Allows for reset of Options, Stats, and Stats plus name
   5. Allows for toggling of panels
6. Shifter.Preconnect.NetworkManager
   1. Stores a feedbacktext and a connection panel
   2. Allows players to join room with friends (by entering the same room name)
   3. Allows players to join random room with strangers

Room Scene:

1. Room is open, players may go in and out
2. List updates whenever players enter or exit, storing the names of players in the scene

Game Scene:

Object GameManager

Object GameUI

Object PlayerUI

Object PickUp

Object Player(Instantiated with PhotonView)

Animator

Player Body

Player weapon

Mechanimations

Photon View, transformation and animation

AnimationSync

Send transformation and animation, or get transformation and animation

CharacterController (Active in my player only)

Camera (Active in my player only)

PlayerController Script (Active in my player only)

Store Animator, change it’s mechanim values

Creates all weapons on start up, change weapon will set each to active/nonactive

ActivateMine Script(Active in all), only an on start function

PlayerManager Script

* Store/set player health
* Sends/gets changes in status on player calls

Score Scene: