**Multiplayer System**

This is an asset for creating any multiplayer games with rooms system

The asset includes -

*namespace NetworkManagement*

*// All management of network, passes by using this class.*

*public class NetworkManager*

*// Player state, (Online, Away, Busy, Offline, Playing).*

*public enum PlayerState*

*// The Network room, who include players.*

*public class Room*

*// The player profile.*

*public class PlayerProfile*

*// The social API, who works with social platforms.*

*public static SocialEngine social*

*// The network API, who works with some network system.*

*public abstract class NetworkEngine : MonoBehaviour*

*// The network current state.*

*public enum NetworkState*

*// The login manager.*

*public class LoginManager*

*// Network and game adapter.*

*public interface NetworkGameAdapter*

*// The login menu manager.*

*public class LoginMenuManager : MonoBehaviour*

*// The rooms list manager.*

*public class RoomsListManager : MonoBehaviour*

Game UI

// *Home menu manager, managed all logic dependent in home UI, network and player settings.*

*public class HomeMenuManager : MonoBehaviour*

*// The player profile UI.*

*public class PlayerProfileUI : MonoBehaviour*