

Fusion BR200 - ReadMe

Overview

Fusion BR200 is a **AAA and production-ready** third-person battle royale shooter game sample for up to 200 players at 60 Hz network simulation rate.

Fusion BR200 uses **Client-Server** topology and implements multiple server hosting modes supported by the Photon Fusion SDK:

- Player-hosted matches: A player machine acts as both server (simulation) and client (local player input).
- Self-hosted headless dedicated server: on home computers or dedicated game servers from a cloud provider.
- Hosting on the Unity Game Server Hosting platform, including queue-based Unity Matchmaker.

Supported Platforms and Requirements

Fusion BR200 is built for PC with Keyboard and Mouse input.

Fusion BR200 runs on Windows (10 / 11), MacOS (Intel / M1) and Linux Ubuntu. These platforms are also supported both for regular PC builds as well as for the Dedicated Server build platform.

Unity 2022.3.20f1 or higher is required.

Features

- ✨ Render-accurate lag compensated shooting
- ✨ Render-predicted character controller
- ✨ Tick-accurate animation system
- ✨ Advanced interest management
- ✨ Advanced input processing with butter smooth look rotation
- ✨ Dynamic weapon dispersion with advanced recoil system (recoil, spray patterns, counter-input recoil reduction)
- ✓ Multiple gameplay modes - Battle Royale, Elimination, Deathmatch
- ✓ Hit-scan weapons using a projectile data ring buffer
- ✓ Health & damage system
- ✓ Projectile piercing (penetration)
- ✓ Item boxes and pickups - Ammo, fuel, health, shield, weapons, grenades
- ✓ Dynamic item drops (player can drop weapons, grenades)
- ✓ Grenades - Explosive, flash, smoke

- ✓ Camera shake system
- ✓ Announcer system
- ✓ Footstep system
- ✓ Spectator mode
- ✓ Jetpack 🚀
- ✓ Menu with matchmaking and options
- ✓ Semi-Procedurally generated levels
- ✓ Advanced player management - Join/leave, recover player data after reconnect, late join
- ✓ Ability to run headless server instance configured by command line arguments

Documentation

A general overview of the gameplay and technical features of the game is available in [BR200 Documentation](#). Some implementation details are explained directly in code.

For details on the Unity Game Server Hosting integration, please refer to the [Game Server Hosting Documentation](#) included in the Fusion's web documentation and the [official Game Server Hosting documentation](#) provided by Unity.

Support

Fusion: Join the Photon Community Discord server! It can be joined via the [Photon Dashboard](#).

Multiplay: Please refer to Unity and the Unity Games Service teams via the [Unity Cloud](#).

⚠ Important Notes! ⚠

To test the project:

- In Player Hosted mode 1x free Fusion 2 AppId (20 CCU) is required.
- In Dedicated Server mode, 1x free Fusion 2 AppId **AND** an account and game server instance with Unity Game Server Hosting are required.
 - Supports up to 80 players with the standard settings on Unity Game Server Hosting. Need to scale up? [Get in touch](#), and Unity will discuss your requirements for up to 200 players.
 - *Unity Game Server Hosting is a pay-as-you-go service with an \$800 credit to get you started. You must sign up for Unity Gaming Services with a credit card to start. See the Multiplay [Billing FAQ](#) to learn more.*