

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
- V 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

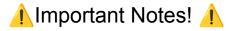
Documentation

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 <u>Game Server Hosting Documentation</u> included in the Fusion's web documentation and the <u>official Game Server Hosting documentation</u> provided by Unity.

Support

Fusion: Join the Photon Community Discord server! It can be joined via the <u>Photon Dashboard</u>. **Multiplay**: Please refer to Unity and the Unity Games Service teams via the <u>Unity Cloud</u>.



To test the project:

- In Player Hosted mode 1x free Fusion 2 Appld (20 CCU) is required.
- In Dedicated Server mode, 1x free Fusion 2 Appld **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? <u>Get in touch</u>, 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.