Lafe’s Photon Quick Start

**PHOTON MUST BE INSTALLED WITH A PROPER APP ID SETUP**

Lafe’s photon quick start is a unity package that allows users to quickly setup photon connectivity and functionality to a point that it is ready for them to start working on their own multiplayer game. After importing the package into unity it’s already ready to be used. Go to Window then click on Lafe’s Photon Quick Start in the dropdown. Once clicked a new window will popup. There will be some checkboxes that allow the user to select or deselect what they want / don’t want. After selecting their desired options, they can then click ‘Implement Photon Quick Start’.

Lafe’s Photon Quick Start has now been fully implemented. If they go to the new scene that has been created called ‘QUICKSTART Loading and start the game / application up it will begin connecting to the game’s server. Once connected the user will be moved to a scene called ‘QUICKSTART Menu’ with a play button. Clicking on this play button will move them to another scene called ‘QUICKSTART Game’ where a new player will be created in the scene which is fully networked and ready to go.