Multiplayer Table Tennis:

This multiplayer game allows different network users to connect and play a Table Tennis game in a virtual environment. Both the players experience a first person view of the virtual world. Balls keep serving in to the players alternately starting with the first player to join. Each player holds a paddle to hit the ball. The paddle is linearly mapped with the player camera. So the head direction controls the direction of the paddle and the speed with which user swipes the touchpad controls the force of the paddle. The Up/Down Swipe on the Touchpad changes the force direction. If the ball goes out of boundary on a hit, then it is served back to one of the players depending upon service turns

Implementation:

Each player instantiated over the Photon network at a different spot. All the players and the ball are synchronized over the network on change. The ball ownership changes to the other player on crossing the center net region on the table.

Usage Directions:

Ensure that internet is accessible before start. Once the game is up, you will see a paddle on your side of the table and the balls falling in towards you. Rotate your head in any direction so as to move the paddle right opposite to the ball and swipe forward to hit the ball. Swipe fast to hit the ball harder. Swipe up to turn the direction of the ball. When a second player joins, you will see another paddle on the opposite side of the table. The second paddle appears to move in your scene while it is being controlled by the other player.