

Readme

Main Menu

- You can enter your username at the bottom of the screen that welcomes you in the main menu. If you do not enter, you will enter the room with a random name.
- You can create a room or enter an existing room.
- On the find room screen, you can see the existing rooms and enter any of them.
- When you enter the room, you can see the players inside with their usernames. The list of players entering and leaving the room is updated instantly.
- When you want to set up a room, you need to enter a room name that does not exist and create it. If you enter an existing name, it returns to the main menu with an error message.
- When you successfully create a room, you will see that the start game button is active because you are the owner of the room.
- If you enter another room and other players exit, you become the owner of the room.
- By clicking the start button you and the other players in the room will pass the game scene.

Game

Inputs and Controls

- Basic movement for using WASD keyboard buttons..
- For sprint movement hold left shift keyboard button.
- Press spacebar to jump once.
- To see all players score hold tab button.
- For resetting game mode press H key button.
- With left mouse button fire the gun.
- Press esc to open the options menu.
- Change bullet with scroll wheel, 1-9 Alpha key and by clicking on the side bar(to click must open the options menu).

Changing Parameters

To change characters movement stats on the Assets->Resources->Photon Prefabs PlayerController.prefab object.

Folder Structure

- Adhering to the general principles, you can easily find the assets you are looking for in the prefabs, materials, scenes, scripts, resources folders.
- Additionally you can find bullet list and bullets, scriptable objects of objects like guns and bombs in data folder.

Incomplete items

- Targets are determined by bullets and the bullet type is updated in the UI of all players. However, there is a problem with players hitting the target and destroying it.
- The reset time of the game mode does not appear on the players' screen.
- The stun bomb is not in the game.

Sorry for the missing places and bugs.