How to Start :

Open the game on Unity Editors on 2 separate computers. Designate one computer to be the host(server + client) and the other to be the client. In each editor, go to Assets/Scenes/ and select the BallGame scene.

Open up the command line on the host and run ipconfig to get a list of IP addresses. Get the IP address for the IPv4. In the editor for both the host and client, go to the NetworkManager GameObject and go to its NetworkManager script component. In the network address field, enter this IP address. Make sure that this is the IP address from the computer designated as the host.

Press play on both editors. Select host for the host and client for the client

Making the game work with Quadcopter - which scripts to change:

The scripts are located in Assets/Template/Scripts/. I have added comments in each of the scripts to hopefully clarify what is happening in the script and what it's responsible for. There are currently 3 scripts that are responsible for moving the player.

1. BasicMovement.cs - this script was provided as part of the template
   https://github.com/quadcopter-ar/Quadcopter-Template/blob/master/Assets/Scripts/Basic
   Movement.cs This script takes input from Oculus devices in order to move the player.

2. PlayerMovement.cs - This script take input from the keyboard to move the player

3. MoveCamera.cs - This script updates the position and rotation of the camera to be the same as those of the player every frame