NetworkedFlightGame
(Space Station Destroyer)

Currently it's mostly navigation and avoidance as there aren't collisions.

Join Game

Start Server and Connect
Optionally, see the networking section about port forwarding

Credits

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Controls

1. Keys
   a. Alt+F4 (quit)
   b. WASD (forward, left, backward, right)

        c. RF (up, down)
        d. Y (toggle reticle)
        e. QE (Roll left, Roll right)
2. Mouse
        a. Click (to lock cursor and enter look mode)
        b. Click (fire)
        c. Mouse move (look)

Networking (Optional)

To experience the networking mode you'll have to enable port forwarding in your router settings to your local IP. Here's an example of what that might look like. When hosting, leaving the default localhost IP and port is fine. If you want to join someone's game they'll need port forwarding correctly configured in their router settings. Try accessing http://192.168.0.1/ and if you don't know your password try the default (something like admin:password). If default, go change that now. Then, look for a port forwarding tab and create a new rule with your current ip. To tell your friend your local IP on linux you can enter the command: curl ifconfig.me. Make sure your "Private IP Address" here matches what your Unity host uses on your LAN.

Virtual Servers / Port Forwarding

Description	Inbound Port	Type	Private IP Address	Local Port
☐ UnityGame	17175-17175	Both	192.168.0.6	17175-17175

Primary Features
1. Networking
2. Turret AI
3. Movement

Missing Features
1. Networked Collisions
2. Health
3. Win state

Source Code
https://github.com/Exanite/NetworkedFlightGame

Art Assets
1. Ship
        a. By Pixel Make
        b. (FREE)
        c. https://assetstore.unity.com/packages/3d/vehicles/space/spaceship-by-pixel-make-99120
2. Station

        a. By WangMandingo
        b. (FREE) CC0
        c. Download URL : https://www.blendswap.com/blend/12980
        d. Creator URL : https://www.blendswap.com/profile/218703
3. Asteroids
        a. By Pixel Make
        b. (FREE)
        c. https://assetstore.unity.com/packages/3d/props/asteroid-pack-by-pixel-make-839 51
4. Skybox
        a. By PULSAR BYTES
        b. (FREE)
        c. https://assetstore.unity.com/packages/2d/textures-materials/sky/spaceskies-free-80503

Imported Source

1. LiteNetLib by RevenantX: https://github.com/RevenantX/LiteNetLib
2. UniTask by Cysharp: https://github.com/Cysharp/UniTask
3. Unity Libs

Scripts

AsteroidSpawner.cs (to create asteroid prefab)
BeamProjectile.cs (move, spin, destroy beams)
EventBus.cs (networking)
EventHandler.cs (networking)
GameManager.cs (networking)
LocalShip.cs (movement and networking)
Orbiter.cs (targeting development)
Projectile.cs (networking shim)
ProjectileRegistry.cs (networking organizer)
Reticle.cs (modify the reticle upon key presses)
Ship.cs (id holder for networking)
TargetingAI.cs (aim at ship)
TurretSpawner.cs (to create add to station prefab)

Networking
        Client/ClientIdHandler.cs
        Client/ClientJoinSucceededEvent.cs
        Client/ClientLoadLevelOnJoinHandler.cs
        Client/ClientMonoPacketHandler.cs
        Client/ClientNetworkManager.cs
        Client/ClientPlayerJoinHandler.cs
        Client/ClientPlayerLifetimeHandler.cs
        Client/ClientPlayerManager.cs

Client/ClientPlayerStateSyncHandler.cs
Client/ClientProjectileHitManager.cs
Client/ClientProjectileManager.cs
Input/InputActions.cs
Input/InputDistributor.cs
Input/InputManager.cs
Networking/Constants.cs
Networking/IPacketHandler.cs
Networking/NetSerializationExtensions.cs
Networking/UnityNetwork.cs
Server/PlayerConnectionAddedEvent.cs
Server/PlayerConnection.cs
Server/PlayerConnectionRemovedEvent.cs
Server/ServerMonoPacketHandler.cs
Server/ServerNetworkManager.cs
Server/ServerPlayerConnectionManager.cs
Server/ServerPlayerJoinHandler.cs
Server/ServerPlayerLifetimeHandler.cs
Server/ServerPlayerStateSyncHandler.cs
Server/ServerProjectileManager.cs
Shared/ClientJoinRequest.cs
Shared/Handlers.cs
Shared/MonoNetManager.cs
Shared/MonoPacketHandler.cs
Shared/PlayerCreationEvent.cs
Shared/PlayerDestructionEvent.cs
Shared/PlayerLifetimePacketType.cs
Shared/PlayerStatePacket.cs
Shared/ProjectileCreationPacket.cs

UI

UI/ConnectionUI.cs
UI/CustomInputField.cs
UI/NetworkStatusUI.cs
UI/PointOfInterestMarker.cs
UI/PointOfInterestMarkerUI.cs
UI/PointOfInterestUIManager.cs

Prefabs

Client.prefab
Server.prefab
Turret.prefab
UI

Button.prefab
ConnectionUI.prefab
GameUI.prefab
InputField.prefab
NetworkStatus.prefab
PointOfInterestMarkerUI.prefab
PointOfInterestUI.prefab

Levels

Levels/AsteroidCloud.prefab
Levels/CombinedLevel.prefab
Levels/LevelPrefab01.prefab
Levels/LevelPrefab02.prefab
Levels/LevelPrefab.prefab

Players

Players/LocalPlayer.prefab
Players/RemotePlayer.prefab

Projectiles

Projectiles/MagentaBeam.prefab