Photon 2 Lobby System

This Photon 2 lobby system is intended for both beginners and experienced developers. For developers who want to make their own multiplayer game, this is a system that can be easily imported to the respective project.

This system is provided with dynamic scripts and structured folders. The scripts are coded simple and understandable. This makes it easy to add extra features or make changes independently.

Features

- ✓ Making connection

- ✓ Simple main menu

- ✓ Simple networked pre-lobby system

- ✓ Call of duty style matchmaking

- ✓ Creating room / pre-lobby with extra options

- ✓ Joining and leaving rooms

- ✓ Room browser

- ✓ Clean and simple UI

- ✓ Simple audio controller

- ✓ Spawning player

- ✓ Player movement for prototype

How does the matchmaking work?

When the user is searching for available rooms using the matchmaking/pre-game lobby, the system is waiting a few seconds before it tries to join a random available room. If there are no rooms available, it will automatically create a room in a few seconds. Then it waits for other players. If there are enough players, the system will load the game scene automatically in a few seconds.

If you want to get in the game without waiting on other players, you can manually create a room.

The masterclient can end the game by clicking the "End Game" button in game. All players will be returned to the pre-lobby.

General features

This system will be used to create and join rooms. You can make a room manually or you can use the matchmaking system. When you are creating a room manually, you have to setup the room name, max players, game mode and the map yourself. If you choose the matchmaking, the system will apply random room options.

It is possible to see all available rooms in the room browser. On each room browser entry object, there is an join button to get in the room.

How to use this system?

Follow the steps below to use this Photon 2 system.

1. Open the **Unity Asset Store**.
2. Go to the asset and click on **"Import Package"**
3. Setup PUN2 using your Photon 2 ID.

Need help or support? Feel free to contact us.