**Multiplayer – Unity**

Multiplayer – game with more than one player (co-op, pvp, or horde)

* Local – Single machine
* Online – Multiple machines (internet, local intranet)

**How are we displaying this game?**

Single viewport – a viewport is the rectangular part of your screen that is rendering from a single camera

Splitscreen – multiple cameras and views on a single display

**How do we setup controls for multiple players?**

N key rollover – doesn’t limit a certain amount of keyboard keys that can be pressed at one time.

* Don’t use a single keyboard for multiple players

**Setting up a local multiplayer game**

**Single screen experience**

* Single camera, logic on camera that changes the zoom to make sure all players are being viewed at the same time

**Split screen game**

* Select the camera in the inspector
  + Viewport Rect
  + Change the height to H to .5
* Create a new camera in the scene
  + Viewport Rect
  + Change the H to .5, and the Y to 0.5
* ONLY one audio listener in our game
  + Some games you only hear audio from first player

**If a 2nd player jumps in then enable the 2nd camera. (By default only one camera is enabled**

* **Set up the cameras ahead of time, put 4 cameras into the scene**
* **Enable cameras, and setup their rects as more players enter**

Asynchronous – turn based. Multiple players playing the game, but only a single player interacts with the game at one time.

Asymmetric - Commander mode in Battlefield. All experiencing the game at the same time, but players are having different experiences even though they are sharing the same space.