



## Intro to ReadyMatch:

ReadyMatch is the fastest, easiest way to add multiplayer matchmaking to Unity games on – or across – any platform. Join your players instantly to open matches, connecting up to N players to a designated host.

Be up and running in a matter of minutes. No complex UI to design – just drop in a “Play Now” button and you’re done!

ReadyMatch sits on top of the built-in Unity networking components. In one “Play Now” step, ReadyMatch detects the network configuration of the client and connects to the first available game that matches the player’s network configuration.

To make ReadyMatch integration easy to understand, we have built a multi-player version of the free Unity game AngryBots. You can download it from the FieldKit portal at:

<http://fieldkit.poweredbygamespy.com>

## Steps to Integrate

### Step 1:

Navigate to the FieldKit portal to register your game:

<http://fieldkit.poweredbygamespy.com>

Create an application and activate ReadyMatch by entering the receipt code you received upon purchase of the ReadyMatch asset in the Unity Asset Store.

### Step 2:

Import the ReadyMatch package into AngryBotsMultiplayer.

### Step 3:

Click on the Network GameObject in the hierarchy view. In the explorer unselect the “Control Network” switch under “Net Controller” .

### Step 4:

Select the main camera in the hierarchy view. From the component menu, select Scripts/ReadyMatch.



Step 5:

In the explorer view, scroll down until ReadyMatch is visible.

Step 6:

Enter the Application ID from the Portal.

Step 7:

Play the game!

