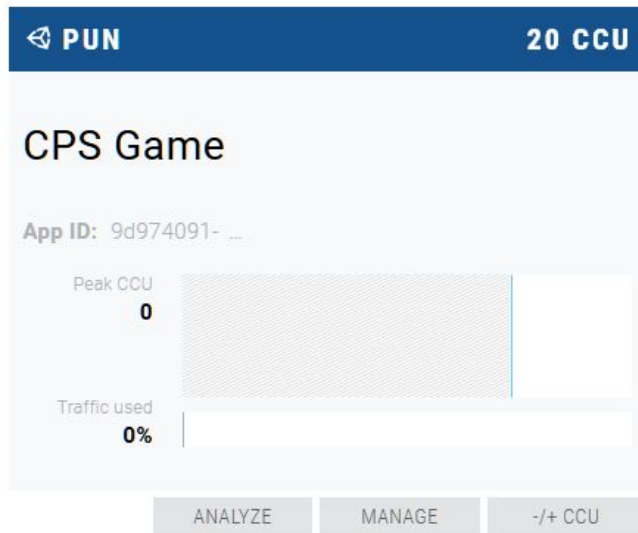


Networking Documentation

This project uses the Photon 2 unity add-on. To get started, create an account on this site: <https://www.photonengine.com/en-US/Photon>

Go to the dashboard on the site and create a new application. After creation, copy the App ID from the screen that looks like this:



In the Unity project open up the asset store to install and import PUN 2 - FREE. It should look similar to this:

The screenshot shows the Unity Asset Store page for "PUN 2 - FREE". The main banner features the Photon 2 logo and the text "#1 Platform for UNITY - Multiplayer" and "FAST. RELIABLE. SCALABLE.". To the right, it says "FREE 20 CCU" and "NEW VERSION". Below the banner, there are four small preview images. On the right side, the product name "PUN 2 - FREE" is displayed, along with the developer "Exit Games", a star rating of "4.1", and "168 Reviews". Below this, the word "FREE" is shown, followed by an "Import" button and a heart icon. A table of details follows: License (Extension Asset), File size (21.9 MB), Latest version (2.22), Latest release date (Sep 7, 2020), Supported Unity versions (2017.4.7 or higher), and Support (Visit site). At the bottom, there is a "You might also like" section with a "See more" link.

After installation paste the App ID copied from before into the field when prompted.

Network Scripts

Each script outputs updates to the debug log.

NetworkController.cs

- This C# sets up the project to connect to the Photon master servers.

QuickStartLobbyController.cs

- When the player clicks on multiplayer, this attempts to join an already existing multiplayer game. If there is not already a multiplayer game, then a new multiplayer game is created.
- The script is set to sync the screen between all players in the game.
- RoomSize is set to only allow 2 players to connect.

QuickStartRoomController.cs

- Starts the multiplayer game.

GameSetup.cs

GameSetupController.cs

Photon 2 API

<https://doc-api.photonengine.com/en/pun/v2/index.html>