In order for the game to be able to be placed onto a website, a few things need to be discussed.

How will the website interact with the game?

Unity will be used for development. It will be exported to webGL. And run using unity loader with JavaScript. This will allow a unity game to run in a webpage.

Since the user will login with php, and have details stored as php session variables, the variables needs to be sent to the game for use. This can be done using the [SendMessage()](https://docs.unity3d.com/Manual/webgl-interactingwithbrowserscripting.html) method of the unity loader. This allows the use of javascript to use a c# method.

How will multiplayer be implemented, and what does it require?

Multiplayer can be done using photon or mirror. Mirror should be used for an multiplayer RPG game as it supports a larger number of players.