Title page

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<introduction- how to use, explain site>

# Project aim

The aim is to create a web application hosting a game. The game will be multiplayer and require logging in to play. This will require successful communication between the website and server for verifying users’ logins, and communication between the host server and client in game to allow for a working multiplayer connection. Without successful communication, the game will not sync clients and the host server. This can cause a variety of errors, including game objects not being in the same location across clients.

# Proposal—Change prop???

The game should include elements of standard RPG games combined with some fighting style elements. There shall be enemies, PVP, tournaments, unique environments, loot, and quest rewards. The gameplay will focus heavily on long playtimes and progression loops, to try and keep audience’s enjoyment. The site will include multiple pages, with a login system. Users shall have unique usernames to distinguish themselves.

### Risks🡪more detail

Some risks may occur during development. File deletion and corruption are potential. Completion of project may also not be complete, since allot of stuff will have to be implemented, Incorrect time management may also affect this. Lack of file management means files can be somewhere there not supposed to be, this can delay development. Problems with the environment may also slow development, issues with the building means we cannot work there, or delay work there. Backups and planning time properly will have to suffice in order to prevent these problems.

### Motivations🡪change

I wish to complete the project as it could be a fun take on modern RPG styles, combining elements of different genres of games. Too many RPG Games follow the same systems, and I want to change the systems slightly enough to stand out enough against others.

Most RPG are similar, but the ones that put a spin to the game outstand. The game should captivate players for the take on the genre, this will lead to popularity of the game allowing the games development to increase due to more feedback. This is why I will focus heavily on the gameplay as this will be the section most interesting.

### Target🡪bulk, more detail-> add questions on how to better deduce/tailor to the audience

People looking for a fresh RPG Game. The Age will try to reach teens and adults, but restrictions may prevent teens. Targeting this demographic will allow the game to be more enjoyable to those people. Further research will be required to better target the audience, and find out how to better pursue this goal.

### Problems🡪bulk, more detail

Accidental Copying from other sources, even though thought to be original, can lead to complications from the sources, this can lead to legal problems with copyright.

Restricting the audience will have to suffice to stay ethically and legally within bounds of the audience, depending on the outcome of the game, different restrictions will have to be considered.

Character designs can spark controversy especially in RPG games.

### Questions🡪add better questions(relevant to previous discusions) do research on the questions(add mirror to how to do multiplayer)

How do you manage multiplayer?

How do you assess the restrictions of the game?

What are the complications of running a game like this if it gets big?

How do you keep players interested for longer, and are progression loops best?

How might a game be implemented to a website?

# Ideas??? No better name

# Planning

## Research

Other games/sites of same genre (Observations)

### Unity, WebGL

### Mirror

## management

# web design

ui/ux

wireframes

decisions

# web implementation-

reference game stuff when both needed (i.e., send message, WebSocket)

Testing

Incompletes:

# game design

# game implementation

reference game stuff when both needed (i.e., send messaged WebSocket)

Testing

Incompletes<what not finished, started, why>

[[1]](#footnote-1)

<conclusion, summarise what went well, what dint, why>

# References

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| --- | --- |
| [1] | Mirror, “WebSocket,” [Online]. Available: https://mirror-networking.gitbook.io/docs/transports/websockets-transport. |
| [2] | Unity, “SendMessage( ),” [Online]. Available: https://docs.unity3d.com/Manual/webgl-interactingwithbrowserscripting.html. |
| [3] | “WebApp,” [Online]. |
| [4] | Mirror, “SyncVars,” [Online]. Available: https://mirror-networking.gitbook.io/docs/guides/synchronization/syncvars. |
| [5] | Mirror, “Network Identity,” [Online]. Available: https://mirror-networking.gitbook.io/docs/components/network-identity. |
| [6] | Self, “WEBAPPhost,” [Online]. |

Include all final project stuffs GitHub in each section when necessary, in references.

Reference mainlog file(github???)

Include network manager (not hub/menugui thing) when implemented for auto connect()

1. Footnote images/ code snippets(research and implementaion)>???? [↑](#footnote-ref-1)