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

# Ideas??? No better name

# Planning

## research

## management

# web design

ui/ux

wireframes

decisions

# web implementation-

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

Incompletes:

# game design

# game implementation

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

Incompletes<what not finished, started, why>

[[1]](#footnote-1)

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

# References

|  |  |
| --- | --- |
| [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)