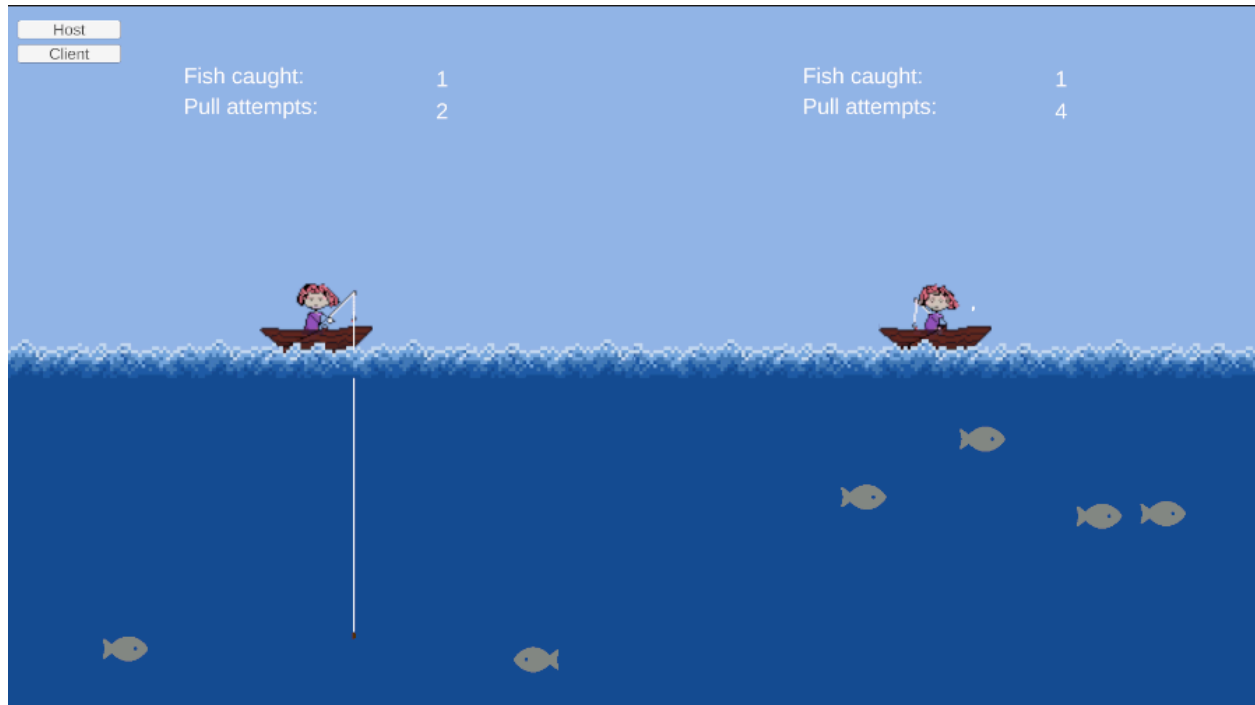# Simple multiplayer fishing game

Plugins

For this project, I was using Netcode Unity Multiplayer, and Unity version 2022.3.7f1. I was also using ParallelSync for multiplayer testing. For graphics, I was using free [Fishing Assets](#) from itch.io.

Explanation of the game

In this game, you control your character by moving the mouse left and right. Clicking somewhere in the water causes your character to throw a fishing line. While the line is in the water, a circle appears around the bait. If a fish enters this circle, it turns green, indicating that you can attempt to reel it in. There are three types of fish you can catch: Common, Rare, and Epic,

each with different probabilities of being caught. Additionally, there's a 30% chance of catching a fish when you reel in the line.

You can view your stats as well as the stats of every player who has joined the game after you.

Every script for the player is attached directly to the player, so you can connect as many players as you want.