Personal Project

Denis Riho

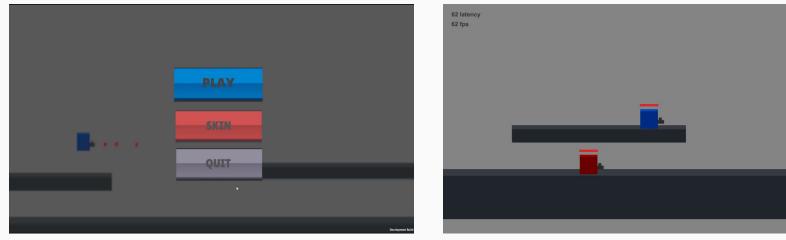
Learning goal

• Learn how to make a online multiplayer game

≥ I ® Scene TE Package Manager Ba Asset Store	н	③ Q. Layers ▼ Layout 1 Ø Inspector Collaborate	00 File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q)
A Aut Store	PLAY ONLINE		●・● 詩・監 習 習 ジ・ぐ・ Debug ・ Any CPU ・ ▶ Attach to Unity ・ ▷ グ・ 聞 司 、 恤 情 国 強 口 回 回 、 ● 小 て ○ ② 完 二 回 S Shelves - g MMMenuas teamControlleras + X NetworkPlayer.cs CustomPlayer.cs gridList.cs
		8 Width Height 799.012 100.039	🖥 🔲 Assembly-CSharp - Rg teamController
	SKINS *	Max X1 Y0 107 if (PhotonNetwork.IsConnected) Max X0 Y0 108 { Max X0 Y0 108 { Max X0 Y0 109 PlayerPrefs.SetString("joinedInParty", "true");	
	OPTIONS	Carrvas Renderor Cuil Transparent Mesh	110 PhotonNetwork.JoinRoom(joinRoomTF.text);
	QUIT GAME	F SL ≠ Image Source Image Source Image Autor Image Material Reyceat Darget Material Reyceat Padding Maskete ✓	111 leaveParty.SetActive(true); 112 P 113 { 114 PhotonNetwork.ConnectUsingSettings();
		Image Type Sided PRC State Pasks Par Unit Mungher 1 € € In Anton Prancistike Transition Target Orachic News Core Side Side Side Side Side Side Side Side	115 } 116 } 117
ere Game		Highlighted Color Pressed Color I Selected Color	119 E
Dock Dippy1 + M6Appet - Scale - 17x Phylodocule + Mok Auto Son Scree à I - <th></th> <th>120 E if (!PhotonNetwork.IsMasterClient) 121 {</th>			120 E if (!PhotonNetwork.IsMasterClient) 121 {
	ONLINE	Nergaton Automatic On Click () Rantime Only • Ho Function B Launcher (MV V/0	<pre>122 textPartyCode.text = "PARTY CODE: " + joinRoomTF.text; 123 CallREADYSHOWFALSE(); 124 wrongCodeText.SetActive(false); 125 }</pre>
SKINS		Default UI Material (Material)	126

Product goal

• Creating a functional 3D multiplayer game that anyone could play together online



Inspiration

Some of my inspiration for the game includes

- Games that I previously played before
- My interest in computers, programming and game development
- Interest in networked applications

Thanks for listening!