# **Personal Project**

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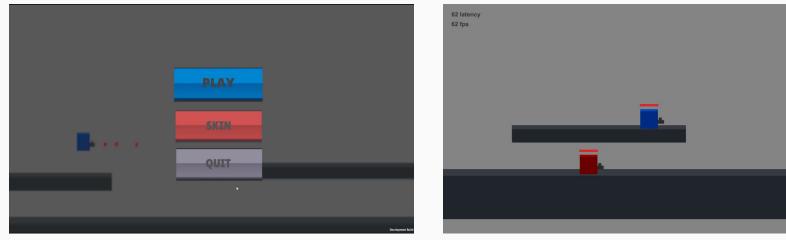
### Learning goal

• Learn how to make a online multiplayer game

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	OPTIONS	Carrvas Renderor     Cuil Transparent Mesh	110 PhotonNetwork.JoinRoom(joinRoomTF.text);
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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!