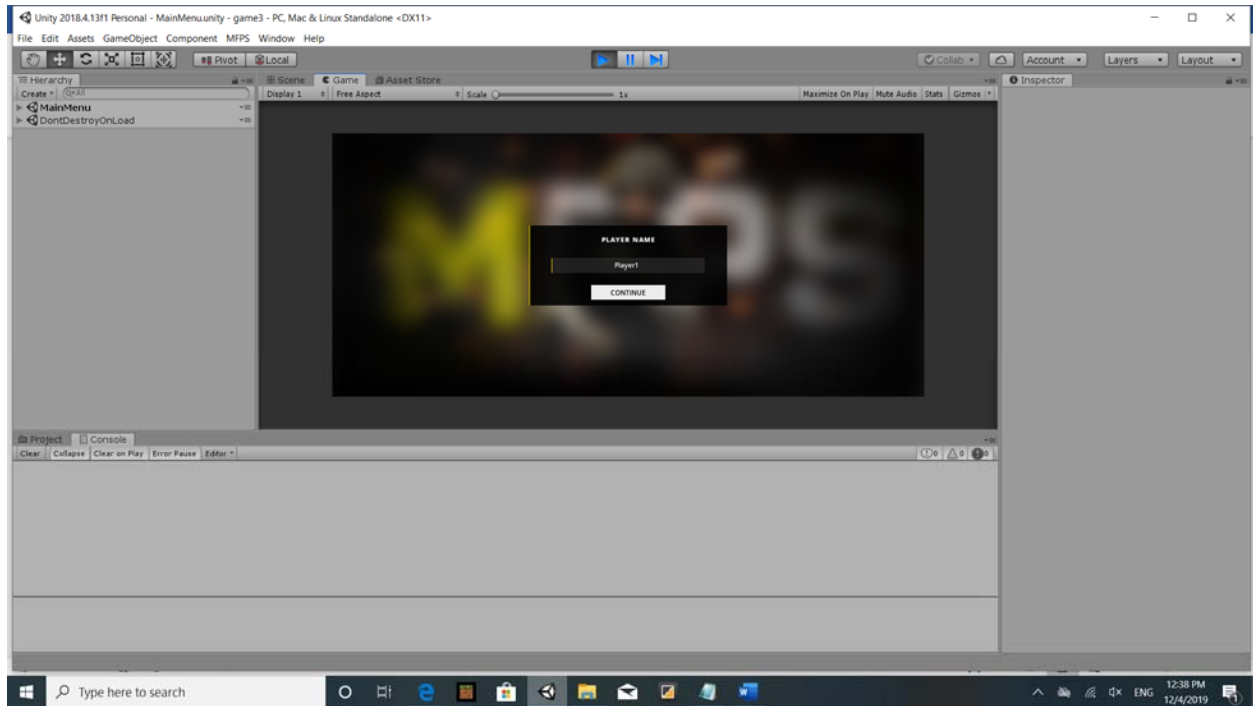


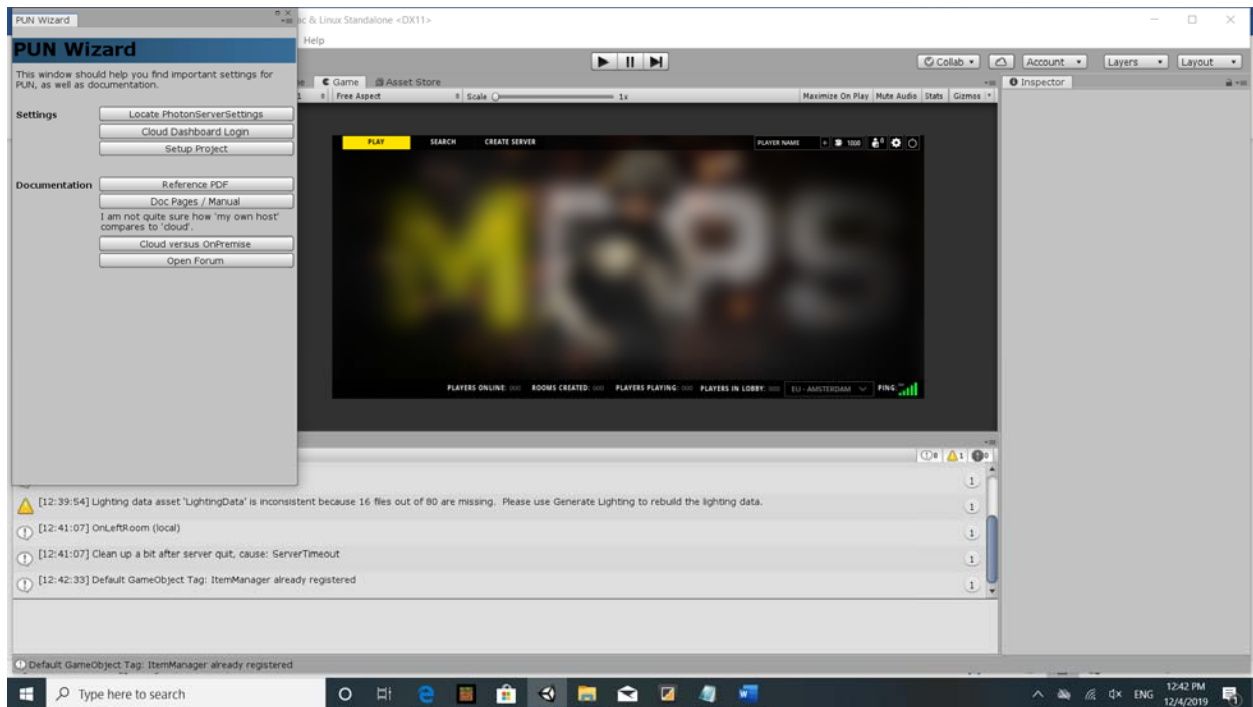
Goal and Objectives

The purpose of my project is to create an online multiple-player shooting game. I used Unity 3D technologies and UI using UGUI. This game allows users to connect and play with each other online. Users can design and control the environment in this game. The environment can be controlled by users to create a new server. Create Server option is to allow a user to choose the number of players, round time, max killer.

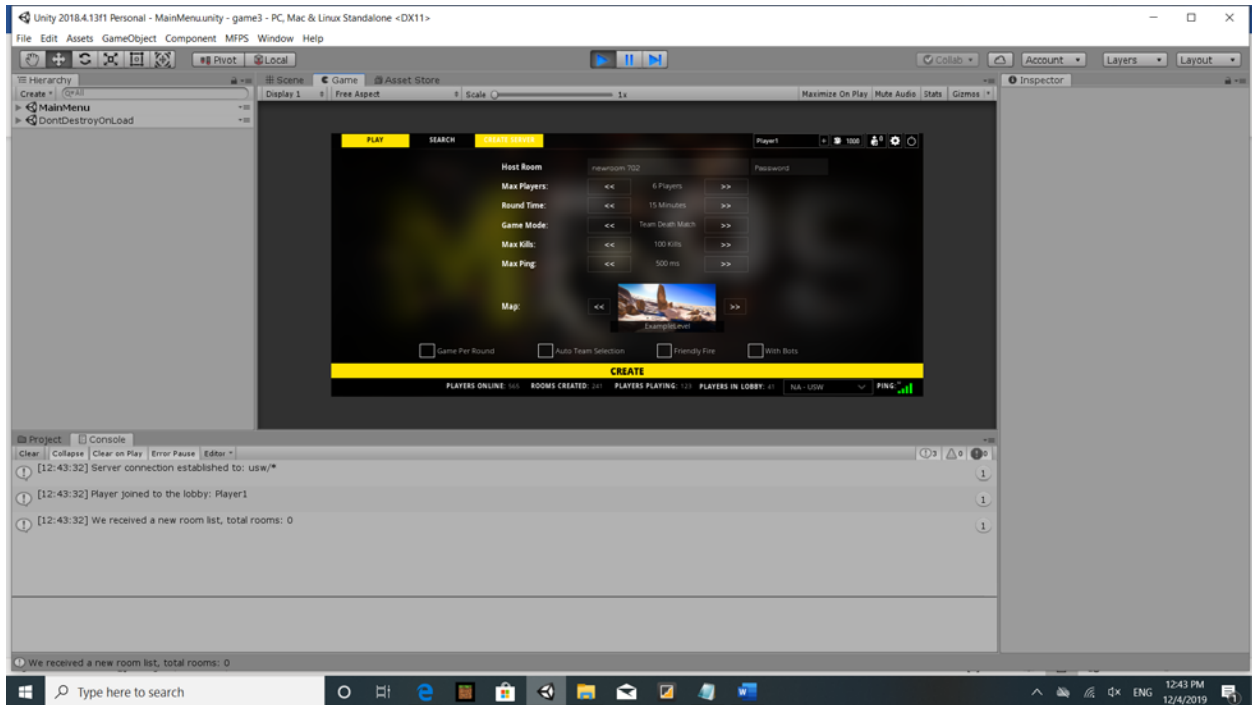


Login interface .

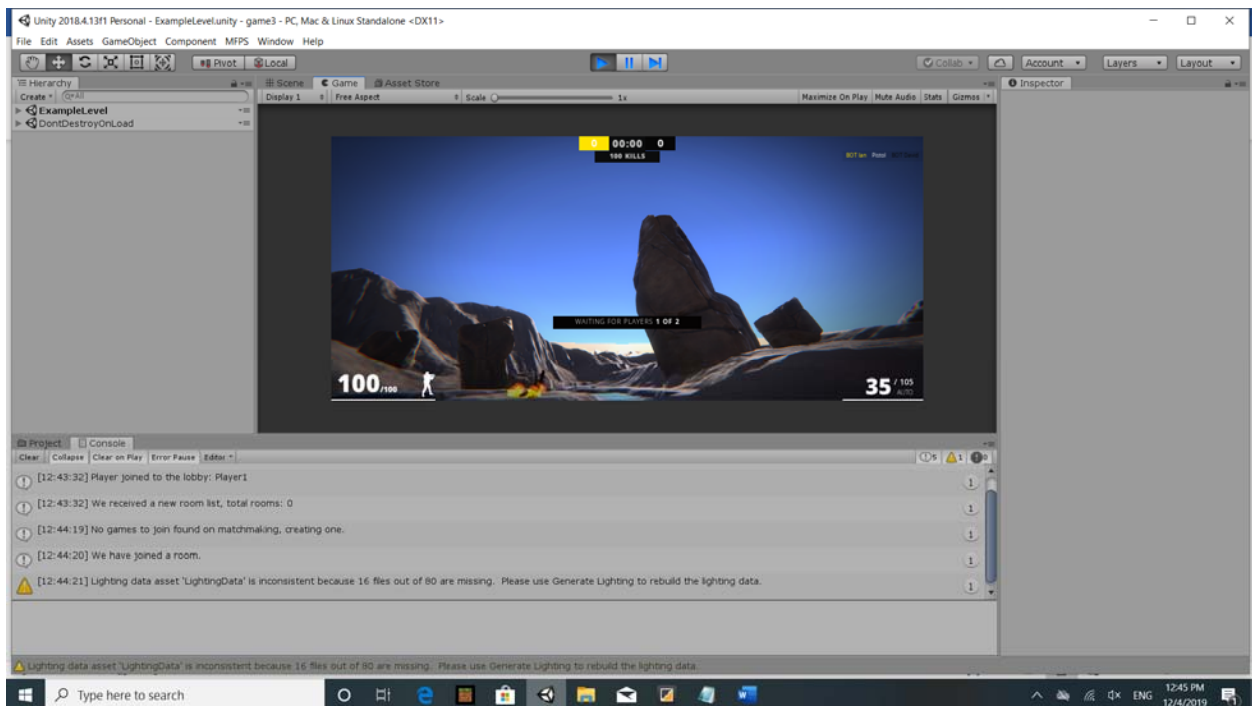
Control screen user. There



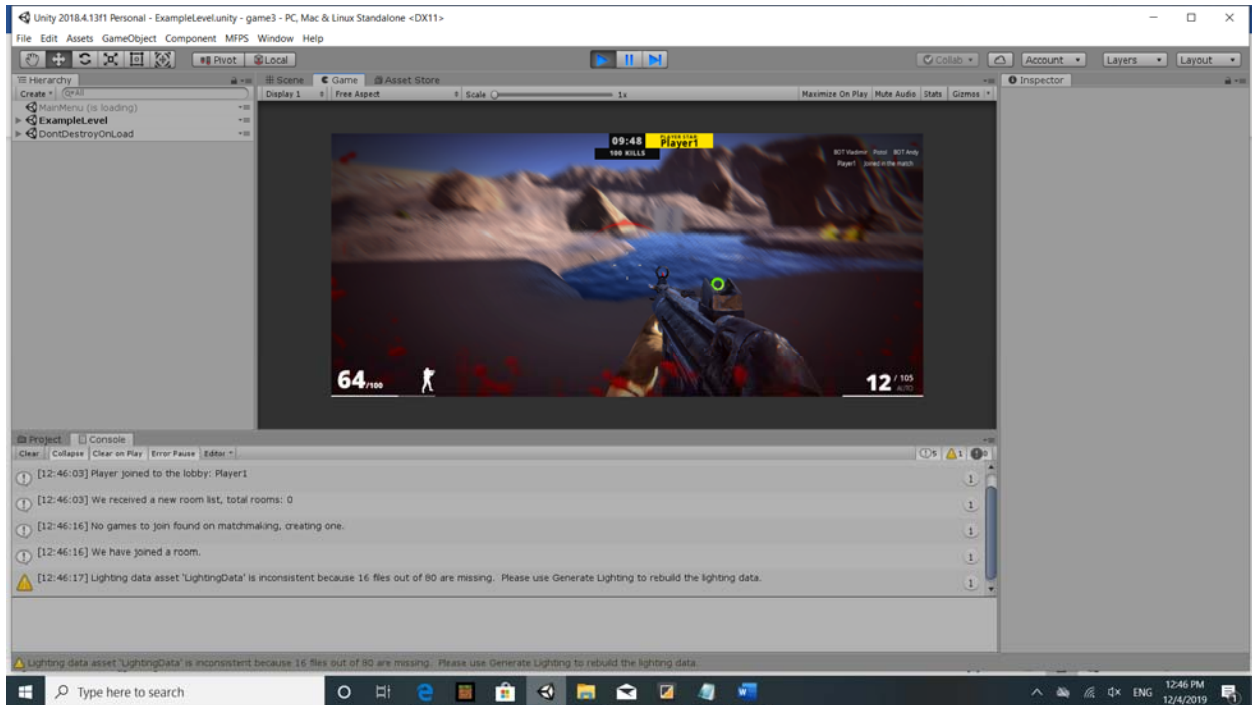
- Register a Photon Cloud Account: <https://cloud.exitgames.com/Account/SignUp>
- AppID.



Control screen . Create Server option is to allow a user to choose the number of players, round time, max killer.



Game start . allow users to choose the weapons.



- Damage Indicator.
- Fall Damage.
- Kill Camera.