

Let's talk about

Head 2 Head



Create

Enter Server name

Join

Enter Server Name

```
ConnectToServer.cs X
Assets > Game > Scripts > Multiplayer > ConnectToServer.cs > ...
1 using UnityEngine;
2 using Photon.Pun;
3 using UnityEngine.SceneManagement;
4 using Photon.Realtime;
5
0 references | Unity Script (7 asset references)
6 public class ConnectToServer : MonoBehaviourPunCallb
7 {
8
0 references | Unity Message
9 void Start()
10 {
11     PhotonNetwork.ConnectUsingSettings();
12 }
13
4 references
14 public override void OnConnectedToMaster()
15 {
16     PhotonNetwork.JoinLobby();
17 }
18
3 references
19 public override void OnJoinedLobby()
20 {
21     SceneManager.LoadScene("Lobby");
22 }
23
24
25 }
26
```

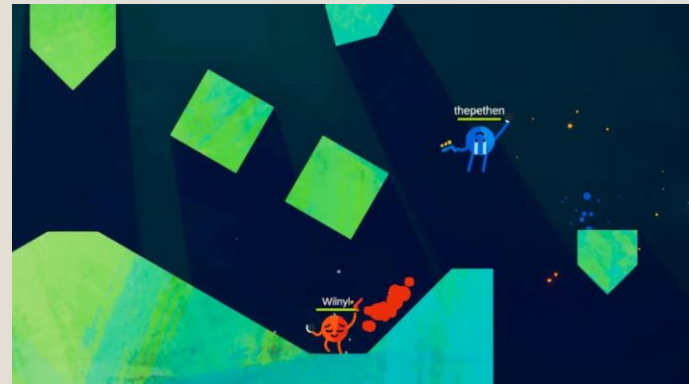
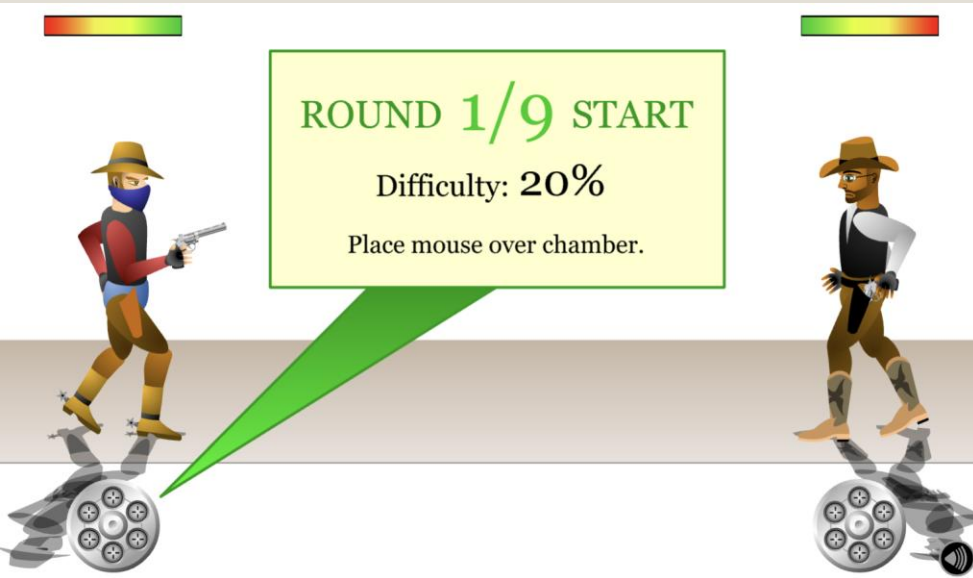
```
SpawnPlayers.cs X CreateAndJoinRooms.cs
Assets > Game > Scripts > Multiplayer > SpawnPlayers.cs > ...
1 using UnityEngine;
2 using Photon.Pun;
3 using System.Numerics;
4 using Vector2 = UnityEngine.Vector2;
5 using Quaternion = UnityEngine.Quaternion;
6
0 references | Unity Script (3 asset references)
7 public class SpawnPlayers : MonoBehaviourPun
8 {
9
1 reference | Unity Serialized Field
10 public GameObject playerPrefab;
11
1 reference | Unity Serialized Field
12 public float minX;
1 reference | Unity Serialized Field
13 public float maxX;
1 reference | Unity Serialized Field
14 public float minY;
1 reference | Unity Serialized Field
15 public float maxY;
16
17
18 // Start is called once before the first execution of Upd
0 references | Unity Message
19 void Start()
20 {
21
22     Vector2 spawn = new Vector2(Random.Range(minX, maxX),
23     PhotonNetwork.Instantiate(playerPrefab.name, spawn, Q
24 }
25
26 // Update is called once per frame
0 references | Unity Message
27 void Update()
28 {
29
30 }
31 }
32
```

```
CreateAndJoinRooms.cs X
Assets > Game > Scripts > Multiplayer > CreateAndJoinRooms.cs > ...
1 using UnityEngine;
2 using UnityEngine.UI;
3 using Photon.Pun;
4 using TMPPro;
5 using Photon.Realtime;
6
0 references | Unity Script (1 asset reference)
7 public class CreateAndJoinRooms : MonoBehaviourPunCallb
8 {
9
1 reference | 1 reference | Unity Serialized Field | Unity Serialized Field
10 public TMP_InputField createInput, joinInput;
11
0 references
12 public void CreateRoom()
13 {
14     if (PhotonNetwork.InRoom)
15     {
16         PhotonNetwork.LeaveRoom();
17     }
18     PhotonNetwork.CreateRoom(createInput.text);
19 }
20
0 references
21 public void JoinRoom()
22 {
23     if (PhotonNetwork.InRoom)
24     {
25         PhotonNetwork.LeaveRoom();
26     }
27     PhotonNetwork.JoinRoom(joinInput.text);
28 }
29
3 references
30 public override void OnJoinedRoom()
31 {
32     PhotonNetwork.LoadLevel("Game");
33 }
34
35
36 }
37
```

Loading

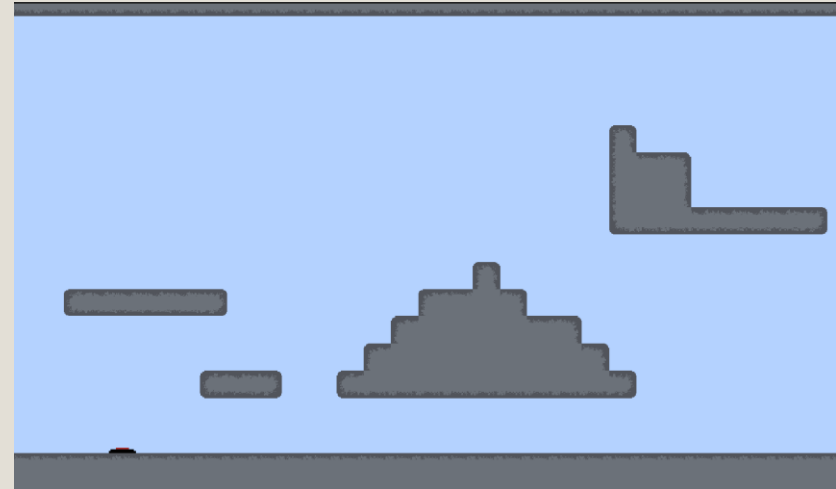
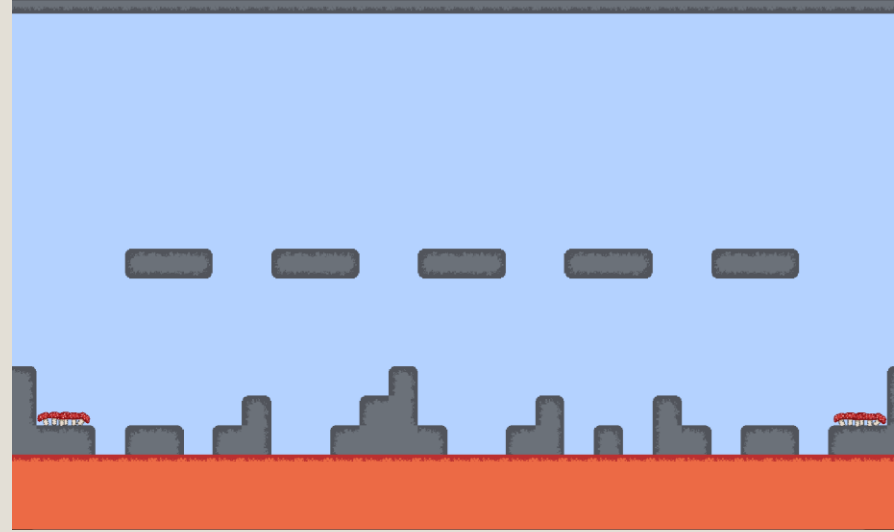
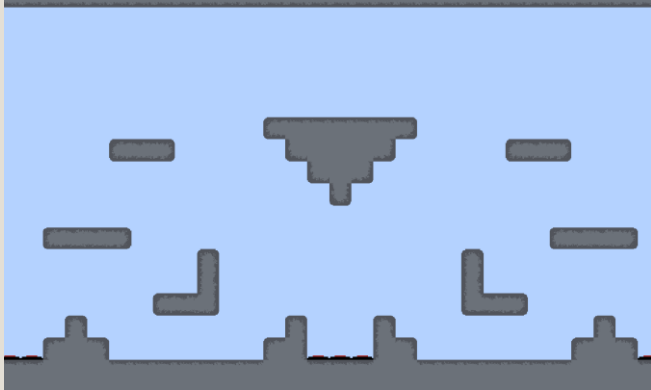
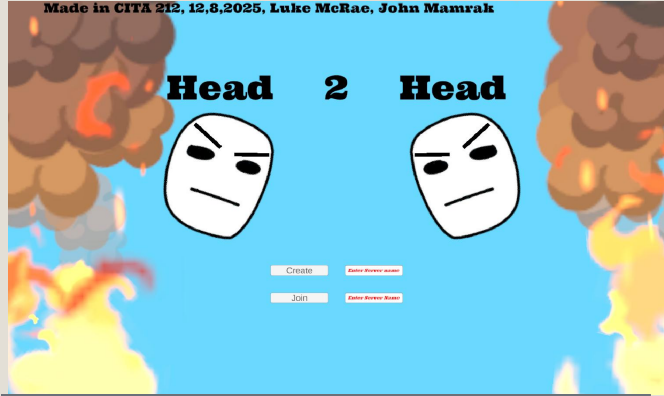


What we originally envisioned



Design Issue and Technical problems

Multiple levels. One big problem



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Head2Head



Development Build

Developm

System tray area containing icons for network, volume, and power, along with a taskbar showing the number 32.

Technical Deliverables

Github: <https://github.com/LukeMcRae2006/Head2Head>

Contributors:

Luke McRae: <https://lukemcrae.org/>

John Mamrak:

https://docs.google.com/presentation/d/1kmLLb0aKarEV_HWxpxCMppsRO68eWE2uuFuls2KCPg4/edit?usp=sharing

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INTRO MUSIC**