

Tic Tac Toe – AI & Online Multiplayer (Photon Fusion 2)

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Engine: Unity 2022.3.60f1

Networking: Photon Fusion 2

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1. Introduction

This is a complete Unity project for a simple yet fully functional **Tic Tac Toe** game. It includes three game modes:

- **Single Player (vs AI)**
- **Local Multiplayer (2 players on the same device)**
- **Online Multiplayer using Photon Fusion 2**

You can use this project as a base to build your own casual game, reskin it, or study it for learning purposes.

2. Features

- Clean, beginner-friendly C# code
 - Modular structure for easy customization
 - **Photon Fusion 2 powered multiplayer**
 - **AI logic** built-in
 - **WebGL, Mobile optimized**
 - Cross-platform support: **WebGL, Android, iOS**
 - Easy to reskin & extend
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3. Folder Structure

```
Assets/TicTacToeOnline/
├── Scenes/
│   ├── TicHomeScene.unity
│   └── TicPlayScene.unity
├── Scripts/
│   ├── PhotonFusion/
│   │   ├── TicFusionNetworkHandler.cs
│   │   ├── TicFusionOnlineLogicHandler.cs
│   │   ├── TicFusionConnectingMenu.cs
│   │   ├── TicFusionDisconnectMenu.cs
│   │   ├── TicFusionMenu.cs
│   │   └── TicFusionWaitingIcon.cs
│   ├── UIs/
│   │   ├── TicHomeMenu.cs
│   │   ├── TicHUDMenu.cs
│   │   ├── TicMenu.cs
│   │   ├── TicPlayerInfoUI.cs
│   │   └── TicFusionMenu.cs
│   ├── TicBoardBox.cs
│   ├── TicBoardSeed.cs
│   ├── TicCurrTurnMarkAnim.cs
│   ├── TicHomeManager.cs
│   ├── TicGameBoardManager.cs
│   ├── TicMovOnEnable.cs
│   ├── TicScaleOnEnable.cs
│   └── TicWaitingIcon.cs
├── Prefabs/
│   ├── Board/
│   │   ├── TicBoard.prefab, TicSeed.prefab, TicEmptyBox.prefab
│   ├── UIs/
│   │   ├── HomeMenu.prefab, HUDMenu.prefab, ResultMenu.prefab,
│   │   ├── OppInfoBarUI.prefab, PlayerInfoBarUI.prefab
│   ├── PhotonFusion/
│   │   ├── FusionNetworkHandler.prefab,
│   │   ├── FusionOnlineLogicHandler.prefab, FusionConnectingMenu.prefab,
│   │   └── FusionDisconnectMenu.prefab
│   ├── Sprites/
│   │   ├── bg.png, Board.png, Seed0.png, SeedX.png ...
│   └── Fonts/
│       └── Roboto-Bold-Copy.ttf
```

4. How to Use

1. **Open the project** using Unity 2022.3.60f1
2. Open the scene: [TicTacToeOnline/Scenes/TicHomeScene](#)
3. Select **Difficulty** to test locally
4. To test online, follow the **Photon Fusion Setup** below

5. 🎨 Customization Guide

You can easily change:

- **UI sprites** – Replace in `TicTacToeOnline/Sprites/`
 - **Game logic** – Modify `TicGameBoardManager.cs`
 - **Networking behavior** – Edit `TicFusionNetworkHandler.cs`,
`TicFusionOnlineLogicHandler.cs`
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6. 📦 Build Instructions

Supports: **WebGL**, **Android**, **iOS**

1. Go to `File > Build Settings`
2. Choose your platform
3. Add scenes: `TicHomeScene` & `TicPlayScene`
4. Click **Build**

For **WebGL**, ensure you disable **Compression Format** in the Player Settings.

7. 🌐 Photon Fusion Setup

1. Go to `Photon Dashboard`
 2. Create a new Fusion app
 3. Copy the App ID
 4. In Unity: go to `Assets > Photon > Fusion > App Settings`
 5. Paste your **App ID**
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8. 🧩 Known Issues / Notes

- **Photon Fusion WebGL** requires **Unity 2021.3 LTS or higher** and **WebSocket mode** for multiplayer.
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9. Demos

1. [WebGL](#)
 2. [Mac](#)
 3. [APK](#)
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10. 📖 Online Documentation

You can also read this documentation online:

🌐 **Online Docs:** https://logcat.team/docs/tictactoe_docs.pdf

11. 🗣️ Support

If you encounter bugs or need help customizing, contact me:

 hifromcopycat@gmail.com

 <https://logcat.team/>