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	Sommario/riassunto	Take a deep dive into creating large-scale, multiplayer games with Unity 3D, using Mirror Networking and a variety of powerful transports. You will learn the fundamentals of RPC/Command multiplayer architecture and dig deeper into networking and data persistence to achieve scalable, highly performant, large-scale, multiplayer games in Unity. This book explains how to develop multiplayer games using Unity within a commercial or enterprise environment. You will take a look at the networking fundamentals behind multiplayer games, including packets and the importance of keeping packets small. Next, you will look into Mirror Networking and see how to leverage a variety of transport layers to achieve large-scale, multiplayer games. Using Unity 3D as the core focus, you will get an understanding of the RPC/Command architecture and how you can utilize different authoritative structures to best suit your needs. You will also learn how to scale your architecture and explore industry-leading methods of deploying your game to the masses. You will also get a solid understanding of networking principles. This book breaks down daunting concepts into easy-to-understand pieces of knowledge to help you create your first multiplayer game. It is a must-read for any developer looking to understand multiplayer games and networking.