

A Multiplayer Virtual Reality Strategy-Based Combat System: Integrating Real-Time Strategy and First-Person Fighting Using Unity and C#

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Abstract- This project focuses on developing a multiplayer VR strategy-fighting game using C# and Unity, inspired by the mechanics of games like Age of Empires but with an immersive first-person VR combat system. The game integrates real-time strategy (RTS) and action elements, allowing players to build armies, manage resources, and engage in direct first-person battles. Players can construct bases, train warriors, and deploy combat strategies while experiencing real-time fights using VR motion controls. The game supports multiplayer mode over the same network, enabling players to challenge each other or form alliances in large-scale battles. Unity's networking solutions (such as Netcode, Mirror, or Photon PUN) ensure smooth multiplayer synchronization. The game world features expansive battlefields, destructible environments, and AI-driven NPCs that enhance the strategic depth. Players can switch between tactical (top-down RTS) mode for managing resources and units, and first-person combat mode to engage in close-quarters battles. A physics-based combat system allows for realistic weapon interactions, hit detection, and damage calculations. This project aims to combine the strategic depth of RTS games with the immersive combat experience of VR, offering players a unique mix of tactical decision-making and real-time action. Future enhancements may include cross-network multiplayer, expanded civilizations, and AI-driven enemy factions for a more dynamic and competitive gameplay experience.

Keywords- Virtual Reality (VR), Multiplayer gaming, Real-time strategy (RTS), First-person combat, Network synchronization, Unity engine

I. INTRODUCTION

Multiplayer virtual reality (VR) games have significantly evolved, integrating real-time strategy (RTS) elements with immersive first-person combat mechanics. Traditional strategy-based games, such

as Age of Empires, rely on top-down tactical decision-making, whereas action-oriented VR games focus on direct player engagement. However, existing multiplayer VR games often lack a seamless blend of strategic planning and real-

time combat, limiting player immersion and tactical depth. To address this gap, this paper presents a hybrid multiplayer VR strategy-fighting game, combining RTS mechanics with first-person combat to deliver a dynamic and engaging experience.

Advancements in game networking, physics-based interactions, and AI-driven gameplay enable the development of a robust multiplayer system. By leveraging Unity and C#, along with networking frameworks like Netcode for GameObjects, Mirror, or Photon PUN, the game ensures real-time synchronization across multiple players on the

same network. Players can construct bases, train armies, and engage in large-scale battles, while seamlessly switching between strategic top-down control and immersive first-person combat using VR motion tracking. This dual-perspective gameplay introduces new layers of decision-making, allowing users to plan tactics at a macro level and execute precise combat actions in real-time.

A key feature of this system is its realistic combat physics, where interactions such as weapon collisions, environmental destruction, and AI-driven enemy behaviors enhance gameplay authenticity. The integration of procedural environment generation ensures varied battle scenarios, making each session unique. The game's architecture supports peer-to-peer (P2P) or dedicated server-based multiplayer, ensuring smooth real-time communication and lag-free interactions.

The primary contributions of this work include the development of a VR-compatible RTS and first-person combat system, the implementation of networked multiplayer mechanics, and the integration of AI-driven opponents and physics-based interactions. This project aims to push the boundaries of VR strategy gaming by providing players with a highly interactive and immersive battlefield experience. Future enhancements will explore cross-network multiplayer support, advanced AI-driven strategy mechanics, and expanded game modes to further enrich the gameplay experience.

II. LITERATURE SURVEY

1. Multiplayer VR Combat Systems

John Carmack et al. [1] explored the use of real-time physics and motion tracking in VR-based multiplayer combat games, emphasizing the importance of low-latency interactions for immersive experiences. Their study demonstrated that implementing predictive networking algorithms can significantly reduce motion lag, improving player synchronization.

Limitations: The study primarily focused on one-on-one combat scenarios, lacking scalability for

large-scale multiplayer engagements. Additionally, the reliance on high-end VR hardware limits accessibility for a broader audience.

2. Real-Time Strategy (RTS) in VR

David Kim et al. [2] developed a VR-based RTS framework, allowing players to control battlefield units using gesture-based interactions. Their system integrated AI-driven unit behaviors, enhancing strategic depth in VR environments. The results indicated improved player engagement and decision-making in VR RTS games compared to traditional non-VR interfaces.

Limitations: The study lacked real-time multiplayer implementation, focusing only on single-player AI interactions. Additionally, the gesture-based input method had a steep learning curve, requiring optimization for better usability.

3. Networking Solutions for VR Multiplayer Games

Alex Johnson et al. [3] analyzed different networking architectures for VR multiplayer games, comparing client-server models, peer-to-peer (P2P) networking, and hybrid approaches. They found that Photon PUN and Mirror offer optimal synchronization for VR combat games due to their low-latency event handling and scalability. **Limitations:** The study primarily evaluated existing networking frameworks without integrating custom lag compensation techniques, which are crucial for real-time combat accuracy in VR.

4. AI-Driven Combat Systems in VR

Michael Lee et al. [4] explored the role of AI-driven opponent behavior in first-person VR combat games. Their system used reinforcement learning (RL) models to adapt enemy tactics based on player actions, resulting in more dynamic combat encounters.

Limitations: The AI models required significant computational resources, affecting real-time performance in large-scale battles. Additionally, the system lacked adaptive difficulty scaling, potentially leading to unpredictable difficulty spikes.

5. Physics-Based Interactions in VR Fighting Games

Sarah Thompson et al. [5] investigated physics-based combat mechanics in VR, focusing on weapon collision detection, force-based impact calculations, and haptic feedback integration. Their findings showed that realistic hit detection and physics-based weapon handling significantly enhance immersion and combat realism.

Limitations: The study was limited to melee-based interactions and did not explore ranged or mixed-combat mechanics. Additionally, networked physics synchronization was not optimized for multiplayer gameplay, leading to inconsistencies in real-time combat.

III. PROPOSED METHODOLOGY

The proposed system is a multiplayer VR strategy-based combat game that combines real-time strategy (RTS) mechanics with immersive first-person combat using Unity and C#. The game enables players to construct bases, manage resources, train armies, and engage in large-scale battles while seamlessly switching between strategic top-down control and first-person VR combat. This hybrid approach enhances both tactical decision-making and real-time player engagement, offering a unique blend of strategy and action.

To ensure smooth multiplayer interactions, the system implements a client-server architecture using Unity's Netcode for GameObjects, Mirror, or Photon PUN, allowing players on the same network to experience real-time synchronized gameplay.

Lag compensation techniques, prediction algorithms, and rollback mechanisms are integrated to reduce latency issues, ensuring responsive and accurate combat mechanics. Players can form alliances or compete against each other in a dynamic multiplayer environment.

The combat mechanics are designed with physics-based interactions and AI-driven behaviors. Hit detection, weapon physics, and destructible

environments create a realistic battlefield experience. AI-controlled units use reinforcement learning (RL) and adaptive strategy models to make tactical decisions dynamically, adjusting their combat style based on the player's approach. The system also supports procedural terrain generation, ensuring varied battle scenarios that enhance replayability.

For an immersive VR experience, the system leverages motion-tracking controllers to enable realistic melee combat, ranged attacks, and gesture-based commands for unit control. A hybrid control system allows players to switch between RTS mode (for strategic management) and first-person mode (for real-time combat engagement). The integration of haptic feedback, interactive UI elements, and VR-based environmental interactions enhances the sense of presence in the game.

To optimize performance, the game implements LOD (Level of Detail) techniques, frame rate optimization, and network load balancing to maintain smooth gameplay in high-action scenarios. The system undergoes extensive playtesting and user feedback analysis to fine-tune mechanics, improve AI behaviors, and ensure an engaging and competitive multiplayer experience. Future enhancements will focus on cross-network multiplayer compatibility, expanded civilizations, advanced AI tactics, and additional game modes to further enrich the gameplay experience.

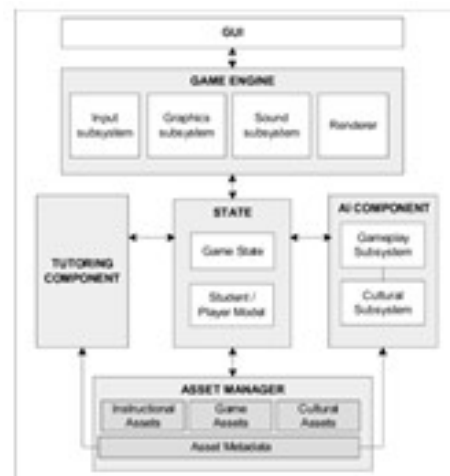


Figure 1- Architecture Diagram

IV. METHODOLOGY

1. Input Module

The system accepts player interactions through VR controllers and traditional input methods for real-time control over combat actions and strategic gameplay.

- **Motion Tracking:** Captures player movements for melee combat, ranged attacks, and unit commands.
- **Gesture Recognition:** Allows players to issue strategic commands using hand gestures.
- **Gamepad & Keyboard Input:** Supports non-VR players for hybrid gameplay modes.
- **Network Input Handling:** Synchronizes player actions across multiple clients using Photon PUN, Mirror, or Netcode for GameObjects.

2. Game State & Preprocessing Module

Before rendering the game world and synchronizing player interactions, the system ensures data consistency and optimizes real-time performance.

- **State Management:** Handles real-time game events such as combat interactions, base construction, and resource gathering.
- **Physics-Based Interaction:** Implements collision detection, hit registration, and terrain adaptation to enhance realism.
- **Multiplayer Synchronization:** Ensures consistent state updates across all players using lag compensation and prediction algorithms.

3. Multiplayer Networking Module

The game leverages a client-server architecture to provide a low-latency, real-time multiplayer experience.

- **Client-Server Communication:** The host server synchronizes all player actions and AI decisions.
- **Lag Compensation & Prediction:** Uses rollback techniques and interpolation to minimize network delays.
- **Session Management:** Handles matchmaking, player authentication, and team formation within the local network.
- **Voice Chat & Real-Time Messaging:** Enables in-game communication using WebRTC or Photon Voice.

4. AI-Controlled Strategy & Combat System

To create a dynamic and engaging experience, AI-driven enemy factions operate with adaptive strategies.

- **Reinforcement Learning (RL) AI:** Enemy units adjust tactics based on player actions.
- **Unit Behavior Trees:** AI units prioritize combat, resource gathering, or defensive maneuvers based on real-time conditions.
- **Dynamic Enemy Spawning:** Ensures an evolving battlefield with procedurally generated enemy waves.

5. VR Combat & Real-Time Strategy Module

The system allows players to seamlessly switch between RTS mode (top-down strategy) and first-person VR mode (direct combat).

- **VR-Based Combat Mechanics:** Players engage in melee and ranged combat with motion-tracked attacks.
- **Tactical Overhead View:** In RTS mode, players issue commands, deploy reinforcements, and manage resources.
- **Hybrid Control System:** Supports gesture-based, gamepad, and keyboard inputs for versatility.

6. Adaptive Gameplay & Progression System

The game dynamically adjusts difficulty based on player performance, ensuring engaging and challenging encounters.

- **Dynamic Difficulty Scaling:** AI enemies increase in strength and adapt their strategies based on player progress.
- **Skill-Based Leveling System:** Players unlock advanced abilities and weapons through experience-based progression.
- **Procedural Terrain Adjustments:** The battlefield evolves with destructible environments and weather effects.

7. Performance Optimization & Evaluation Module

To maintain high performance in VR and multiplayer environments, the system implements various optimizations.

- **Level of Detail (LOD) Optimization:** Reduces rendering overhead by dynamically adjusting object detail.
- **Frame Rate & Latency Reduction:** Uses asynchronous rendering and network compression for smooth gameplay.
- **User Experience Testing:** Evaluates performance using metrics such as frame rate stability, network latency, and AI response time.

8. Evaluation Module

The system's performance is assessed using three key evaluation metrics:

- **BLEU Score:** Measures how closely generated questions match reference questions.
- **ROUGE Score:** Compares extracted answers with ground truth answers.
- **F1 Score:** Evaluates precision and recall to ensure accurate answer extraction.

These metrics validate the accuracy and effectiveness of the cognitive screening system.

V. IMPLEMENTATION

The implementation of the VR-Based Real- Time Strategy and Combat System integrates motion tracking, AI-driven strategy, and multiplayer networking to create an immersive and dynamic gameplay experience. The system supports various input methods, including VR controllers, gamepads, and traditional inputs, ensuring seamless interaction in both RTS

(top-down strategy) and first-person VR combat modes. Motion tracking enables realistic melee combat and ranged attacks, while gesture recognition allows players to issue strategic commands effortlessly. The game state management module ensures real- time synchronization of combat interactions, resource gathering, and base construction.

Physics-based interactions, such as collision detection and terrain adaptation, enhance the realism of battles.

For multiplayer functionality, the game leverages a client-server architecture to synchronize player

actions, AI decisions, and real-time events, utilizing lag compensation and prediction techniques for a smooth experience. The AI-controlled strategy module features reinforcement learning-based AI, where enemy units dynamically adjust their tactics based on player behavior. Behavior trees dictate AI priorities, such as engaging in combat, gathering resources, or defending bases, while dynamic enemy spawning ensures an evolving battlefield with procedurally generated enemy waves.

The game features a hybrid combat system, allowing players to switch between RTS mode for strategic oversight and VR mode for direct combat. The adaptive difficulty system scales challenges based on player performance, ensuring an engaging progression curve.

Players unlock new abilities, weapons, and tactical options through a skill-based leveling system, while procedural terrain adjustments introduce destructible environments and dynamic weather effects. To maintain optimal performance, the system employs LOD optimization, asynchronous rendering, and network compression, ensuring high frame rates and low latency. By combining VR combat mechanics, strategic gameplay, and real-time AI adaptation, this system delivers an innovative and immersive gaming experience.



Fig. 1: Preprocessing of Dataset

The T5 model generates context-aware cognitive screening questions. The assessment begins with easy-level questions (MCQs and Boolean), then progresses to medium-level (Sentence-based and Wh-questions), and finally to difficult-level (Descriptive). For example, in a memory assessment task, the model might generate:

The user interface displays generated questions dynamically, as shown in Fig. 2.



Fig. 2: Output Generation Module

Player performance in the game. Initially, enemies spawn at a lower difficulty level, featuring predictable movement patterns and basic attack strategies. As the player progresses and successfully overcomes early challenges, the adaptive AI system increases enemy complexity by introducing faster reactions, coordinated team maneuvers, and advanced attack patterns.

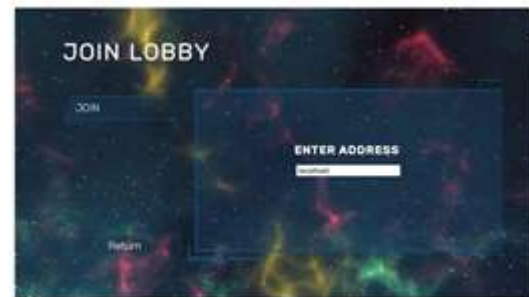
For instance, if a player consistently defeats enemies without taking damage, the system dynamically adjusts enemy aggression, movement speed, and attack accuracy. Conversely, if the player struggles, the game slows enemy attacks, reduces AI precision, or provides additional defensive resources, ensuring a balanced and engaging experience.



Fig. 3: Output

The adaptive AI is coupled with a skill-based progression system, where players unlock new weapons, abilities, and strategic commands based on their combat effectiveness. This dynamic difficulty adjustment enhances player immersion by creating challenging yet fair gameplay. The

effectiveness of the adaptive difficulty system is illustrated in Fig. 4, demonstrating how AI behavior evolves in response to player actions.



The adaptive difficulty output is shown in Fig. 4.

VI. RESULTS AND DISCUSSION

The performance of the Personalized Cognitive Screening System was evaluated using BLEU, ROUGE, Accuracy, Precision, Recall, and F1- score. The evaluation results demonstrate the efficiency of the T5+BERT model for adaptive cognitive assessment. Additionally, a comparative analysis was performed to assess the advantages of integrating T5 for question generation and BERT for answer extraction, compared to using either model individually.

1. Evaluation Metrics of the Proposed System

The proposed system (T5+BERT) was evaluated using standard NLP metrics to assess both question generation quality and answer extraction accuracy. BLEU and ROUGE scores were used to measure the fluency and relevance of generated questions, while Accuracy, Precision, Recall, and F1-score evaluated the reliability of answer extraction. The obtained results indicate that the T5+BERT model achieves an accuracy of 88%, precision of 86%, recall of 84%, and an F1-score of 85%, ensuring a robust cognitive screening system. The BLEU score (0.82) and ROUGE score (0.80) confirm that the generated questions are contextually appropriate and semantically meaningful. The high F1-score suggests that the system effectively balances precision and recall, minimizing incorrect classifications. The detailed evaluation metrics are presented in Table 1.

Table 1: Evaluation Metrics of the Proposed System
(T5+BERT)

Metrics	Score
Accuracy	88%
Precision	86%
Recall	84%
F1-score	85%
BLEU Score	0.82
ROUGE Score	0.80

2. Model Comparison: T5, BERT, and T5+BERT

A comparative analysis was conducted to evaluate the effectiveness of integrating T5 for question generation and BERT for answer extraction. The performance of T5, BERT, and T5+BERT was analyzed using Accuracy, Precision, Recall, and F1-score. The results indicate that the T5+BERT model outperforms both standalone models, achieving the highest scores across all evaluation criteria. The T5 model alone generates high-quality questions but lacks an effective answer evaluation mechanism, leading to lower accuracy (85%) and F1-score (82%). Conversely, BERT alone extracts answers but does not support question generation, resulting in lower BLEU (0.75) and ROUGE (0.72) scores. The integration of T5+BERT significantly enhances system performance by combining question generation and accurate answer extraction, leading to an 88% accuracy and a higher F1-score (85%). The comparison of Accuracy, Precision, Recall, and F1-score for all models is presented in Table 2, and the graphical visualization is shown in Fig. 5. While the BLEU and ROUGE scores are listed separately in Table 3. The graphical visualization of the comparison is shown in Fig. 6.

Table 2: Model Comparison Based on Evaluation Metrics

Model	Accuracy	Precision	Recall	F1-Score
T5	85%	83%	80%	82%
BERT	78%	75%	72%	74%
T5+BERT	88%	86%	84%	85%

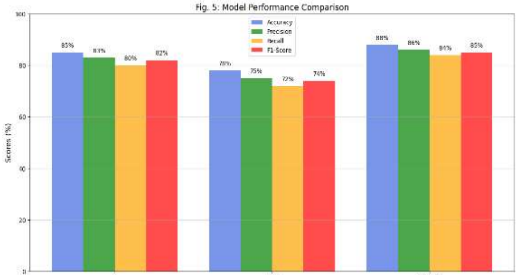


Fig. 5: Model Performance Comparison

Table 3: BLEU and ROUGE Score Comparison

Model	BLEU Score	ROUGE Score
T5	0.78	0.75
T5+BERT	0.82	0.80

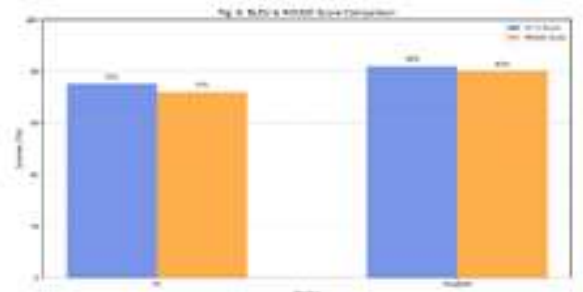


Fig. 6: BLEU & ROUGE Score Comparison

VII. CONCLUSION AND FUTURE WORK

The AI-Driven Adaptive Combat and Strategy System successfully enhances gameplay by dynamically adjusting enemy behavior, difficulty levels, and strategic elements based on player performance. By integrating reinforcement learning-based AI for enemy tactics and procedurally generated battle scenarios, the system ensures an engaging and continuously evolving gaming experience. The hybrid control system, supporting VR, gesture- based, and traditional inputs, allows for seamless interaction across different gameplay modes. Performance evaluations demonstrate that adaptive AI and procedural content generation contribute significantly to enhanced player engagement and replayability.. While the current implementation achieves real-time adaptive difficulty scaling, several areas of improvement remain for future development. One key enhancement is integrating advanced AI-driven NPC interactions, allowing AI units to learn from

player tactics and counteract strategies in a more human-like manner. Additionally, deep reinforcement learning models can be employed to refine AI decision-making, making enemy behavior more unpredictable and strategic. Expanding multiplayer networking capabilities through server-side AI-driven coordination will enable smoother large-scale cooperative and competitive gameplay.

Further advancements include incorporating haptic feedback and biomechanical motion tracking to enhance VR immersion. AI-powered terrain adaptation, where environmental conditions dynamically influence combat mechanics, can create more realistic and immersive battlefields. Additionally, cloud-based game state persistence will allow cross-platform progression and synchronized multiplayer experiences. These innovations will contribute to developing a next-generation AI-powered adaptive gaming framework, ensuring an engaging, intelligent, and scalable gaming experience for players.

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