

IsraTag – Official Website Documentation

Overview

The IsraTag website serves as the official online page for the IsraTag VR game. It provides structured information about the project, development updates, and technical transparency regarding the systems used in the game.

. The website is directly connected to the IsraTag multiplayer VR experience

Website Purpose

:The website exists to

- Present information about IsraTag
- Describe core gameplay features
- Provide development updates and announcements
- Offer contact information for players and platform reviewers
- Provide technical transparency about backend services

.The website is informational and does not function as a gameplay platform

About IsraTag

IsraTag is a multiplayer VR Gorilla Tag fangame made for Israeli players and VR enthusiasts.

:It features

- Open, adventure-style maps inspired by forests, parks, and local landscapes
- Climbable trees, hills, and interactive terrain
- A central spawn area for social gathering and player customization
- Fun game modes including exploration challenges and mini-games
- Stylized character models with customization options
- A focus on movement, agility, and multiplayer interaction rather than competitive gameplay

Multiplayer & Backend Services

:IsraTag uses the following backend systems

Photon

:Photon is used for real-time multiplayer networking. It handles

- Player synchronization
- Room creation and joining
- Real-time movement replication
- Multiplayer communication between connected players

PlayFab

:PlayFab is used for backend data management. It may handle

- Player account systems
- Authentication
- Cloud data storage
- Leaderboards or progression systems
- Server-side configuration

These services operate independently and are industry-standard solutions for multiplayer .game development

Development Status

IsraTag is an actively developed VR project. Features, maps, and systems may evolve over time.

. The website will reflect major updates and changes as development progresses

Contact

For general questions, technical concerns, or platform-related inquiries:

CONTACT: Dobo Peled