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# Documentation Content Overview

The “documentation” directory contains documents for developing Remote Game Framework games for the Amaya Casino Gaming System.

**Setup.docx**: Instructions to setup the development environment using this package.

**Glossary.docx**: A list of terms and acronyms with explanations.

**rgf:** Contains documents relevant to developing native games for the RGF platform.

**integration:** Contains documents relevant to integrating the platform or individual games.

**rgf/client**: documents pertaining to the development of the game clients

**rgf/client/DeveloperQuickStart.docx**: A quick guide to getting started with client development, including some quick answers to common tasks game developers will want to do during the early stages of development.

**rgf/client/casino4**: Documentation of the Casino 4/Flash game development platform

**rgf/client/casino4/libs/api**: The Amaya API ActionScript library documentation. The "docs.zip" file contains the complete documentation of the library and how developers can use it to build games. This lib is included as a dependency in the Maven build of the template game project. It is required for interacting with the Casino 4 Framework.

**rgf/client/casino4/libs/sdk**: The Amaya SDK ActionScript library documentation. The "docs.zip" file contains the complete documentation of the library and how developers can use it to build games. This lib is included as a dependency in the Maven build of the template game project. This library is strongly recommended for game development as it provides many helpful classes and partial implementations however it is not strictly required.

**rgf/client/casino4/libs/debug**: The Amaya Debug ActionScript library documentation. The "docs.zip" file contains the complete documentation of the library and how developers can use it to build games. This lib is included as a dependency in the Maven build of the template game project. This library provides the LCOLog class which can be used to write debug statements to the provided LCO Logger AIR tool.

**rgf/client/casino4/libs/lang**: The Amaya Debug ActionScript library documentation. The "docs.zip" file contains the complete documentation of the library and how developers can use it to build games. This lib is included as a dependency in the Maven build of the template game project. This library provides classes that are used to localize games.

**rgf/client/casino5**: Documentation of the Casino 5/HTML5 game development platform

**rgf/client/casino5/libs/api**: The Amaya API JavaScript library included on the launch page at runtime. Developers MUST NOT include this in their game package. It is provided here as many IDE's can use it as a reference to provide automatic code completion, method signatures etc. The "docs.zip" file contains the complete documentation of the library and how developers can use it to build games.

**rgf/client/casino5/libs/sdk**: The Amaya SDK JavaScript library included on the launch page at runtime. Developers MUST NOT include this in their game package. It is provided here as many IDE's can use it as a reference to provide automatic code completion, method signatures etc. The "docs.zip" file contains the complete documentation of the library and how developers can use it to build games.

**rgf/server**: Documents pertaining to the development of the game server

**integration/platform:** Documents relevant to integrating the Flash and HTML5 gaming platforms

**integration/platform/client/flashintegration:** Documents relevant to integrating the flash platform. The asdoc zip contains API documents as well as a detailed overview of the integration. The example zip contains a sample application that illustrates how to do the integration work. Libraries used for the integration are installed in maven by the setup scripts included in "setup" directory of the GDP.

**integration/platform/client/html5integration:** Documents relevant to integrating the html5 platform. The docs zip contains API documents as well as a detailed overview of the integration. The html5integration.x.y.min.js file is the library used to complete the integration.

# Development Examples

The “examples” directory contains working examples of how to use the Game Development Platform to develop games.

**examples/SampleSlotGame**: The "SampleSlotGame" directory contains a fully functional project that builds a game with a game server, flash client and HTML5 client.

# Game Template

The “gametemplate” directory contains a template to be used when creating a new game. An Ant build file is included to copy the template while inserting provided values to properly configure the files.

IMPORTANT: This project's scripts, code and structure are tokenized. The provided ant script should be used to generate a copy of the template with the tokenized values replaced with values applicable to the new game. Do NOT attempt to simply copy the template project directory as it will not compile until all tokens are replaced.

**gametemplate/templateproject**: The tokenized project structure. DO NOT COPY.

**gametemplate/gamegenerator.xml**: Ant build to create a new game project from the provided template. Running this build will prompt for input values that will be inserted into the output project.

# Setup

The setup directory contains scripts to assist in setting up a development environment.

**setup/maven/install.bat**: A script that installs the included plug-ins and libraries that are required to build the platform and the game projects.

**setup/maven/dependencies**: Custom plug-ins and libraries to be installed in the local Maven repository

# Tools

The tools directory contains required and optional software for game development.

**tools/apache-ant-1.8.2-bin.zip**: The Ant build tool *(Required)*

**tools/apache-maven-3.0.5-bin.zip**: The Maven build tool *(Required)*

**tools/logger.air**: An Adobe AIR application that uses a local connection to receive output statements from the Flash client game code. Works in conjunction with the provided chartwell\_debug-x.y.zzz.swc library. *(Optional)*

**tools/playerhandle.air**: An Adobe AIR application that allows a user to fill in the server, player name, account and amount of funds to add and generate a playerHandle. A playerHandle is a unique identifier of a game session that expires in 4 hours (by default, dependent on server configuration). *(Optional)*

**tools/icons:** A Photoshop template file and a Photoshop script used to generate icons for a Casino 5 (HTML5) game. The template is a 1024x1024 file in which the developer can create an image to be used as the game's icon (bookmarks, home screen shortcuts etc). The script resizes and exports properly named files that can be added to the game. *(Optional)*

**tools/clientharness/RGF2 Client Harness:** Contains an unconfigured copy of the client harnesses for both casino4 and casino5 used when developing RGF2 games (The type of game project generated by the game template included with this package. RGF1 games are legacy game projects that support only Flash).

# Mock CGS

The Mock CGS is simplified implementation of the Amaya CGS. This implementation was developed to help game backend developers test their project, without an actual integration CGS server. The MockCGS provides the minimum game play functionality of a CGS.