

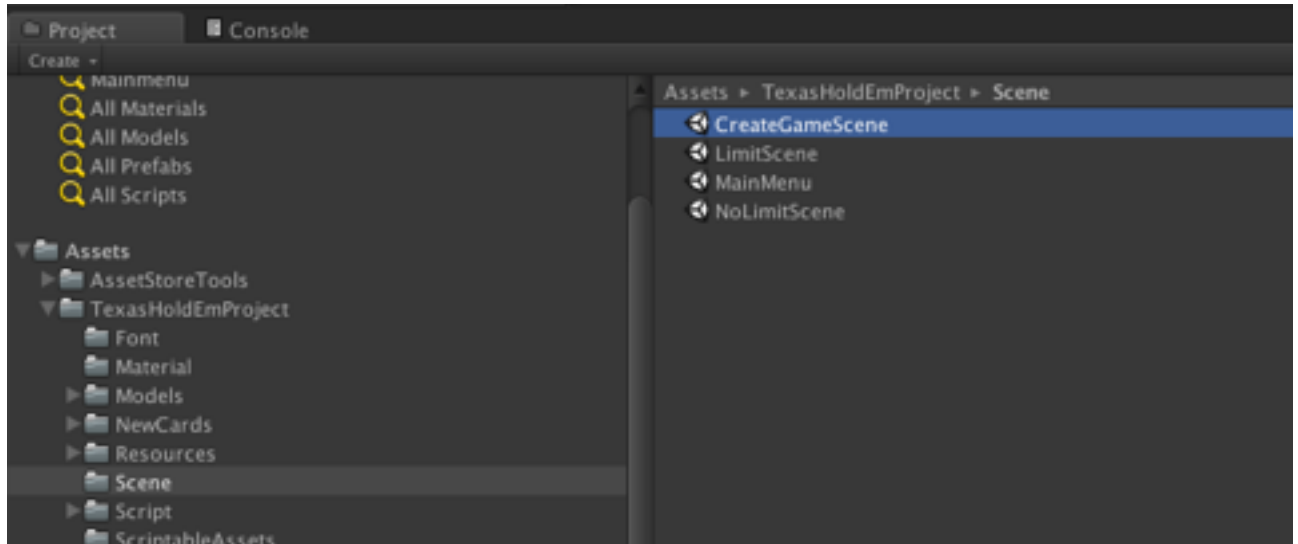
# Texas Hold'Em Poker

Unity Asset Store Project



# Project Structure

## Scenes

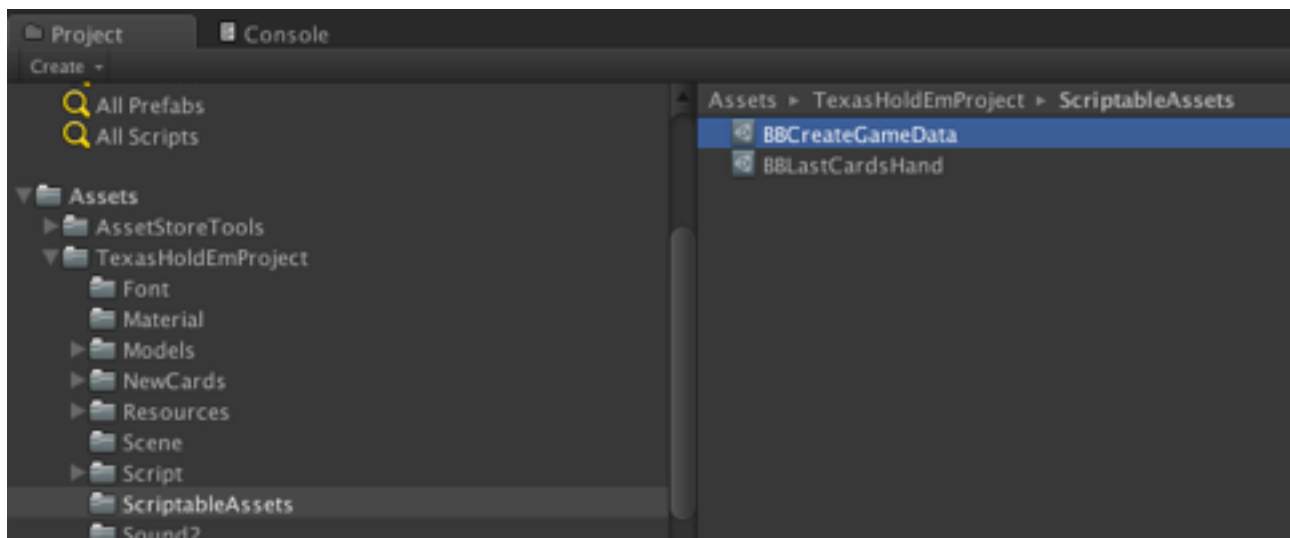


## CreateGameScene

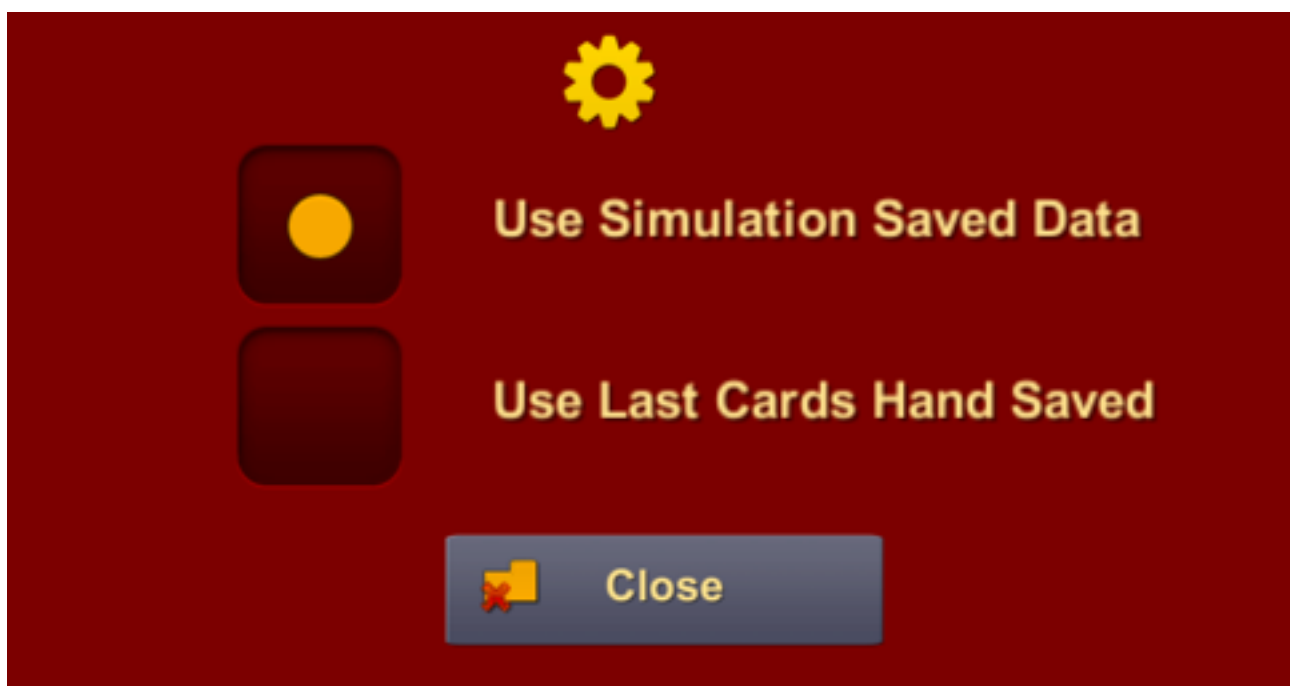
Useful for testing, instead of a random cards deck you can assign predefined cards on table.



as cards are saved on a scriptable asset, works only in editor mode.



You can also play again the last hand cards, to activate these features set “Options” in “MainMenu” scene.



## MainMenu Scene

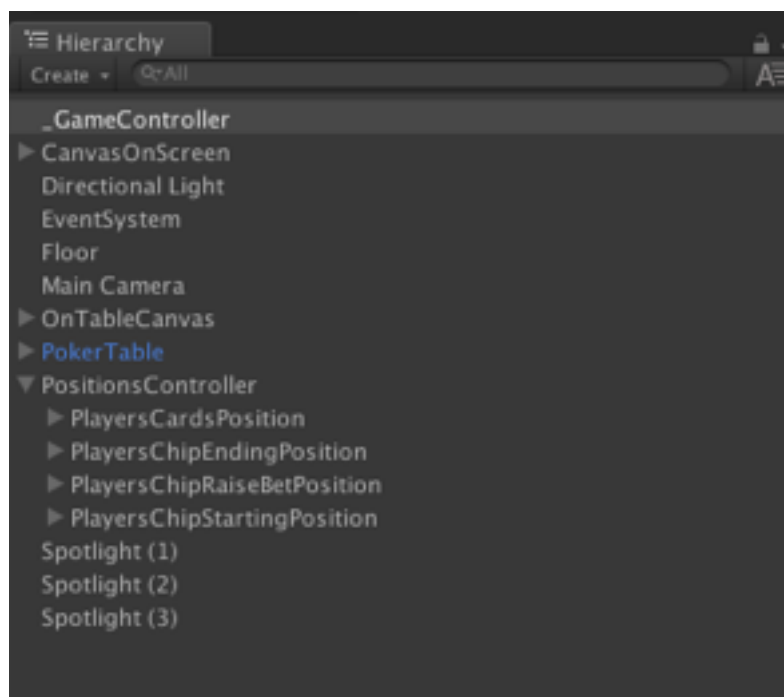
Simply the access to all others scenes.



## Limit and NoLimit Scenes

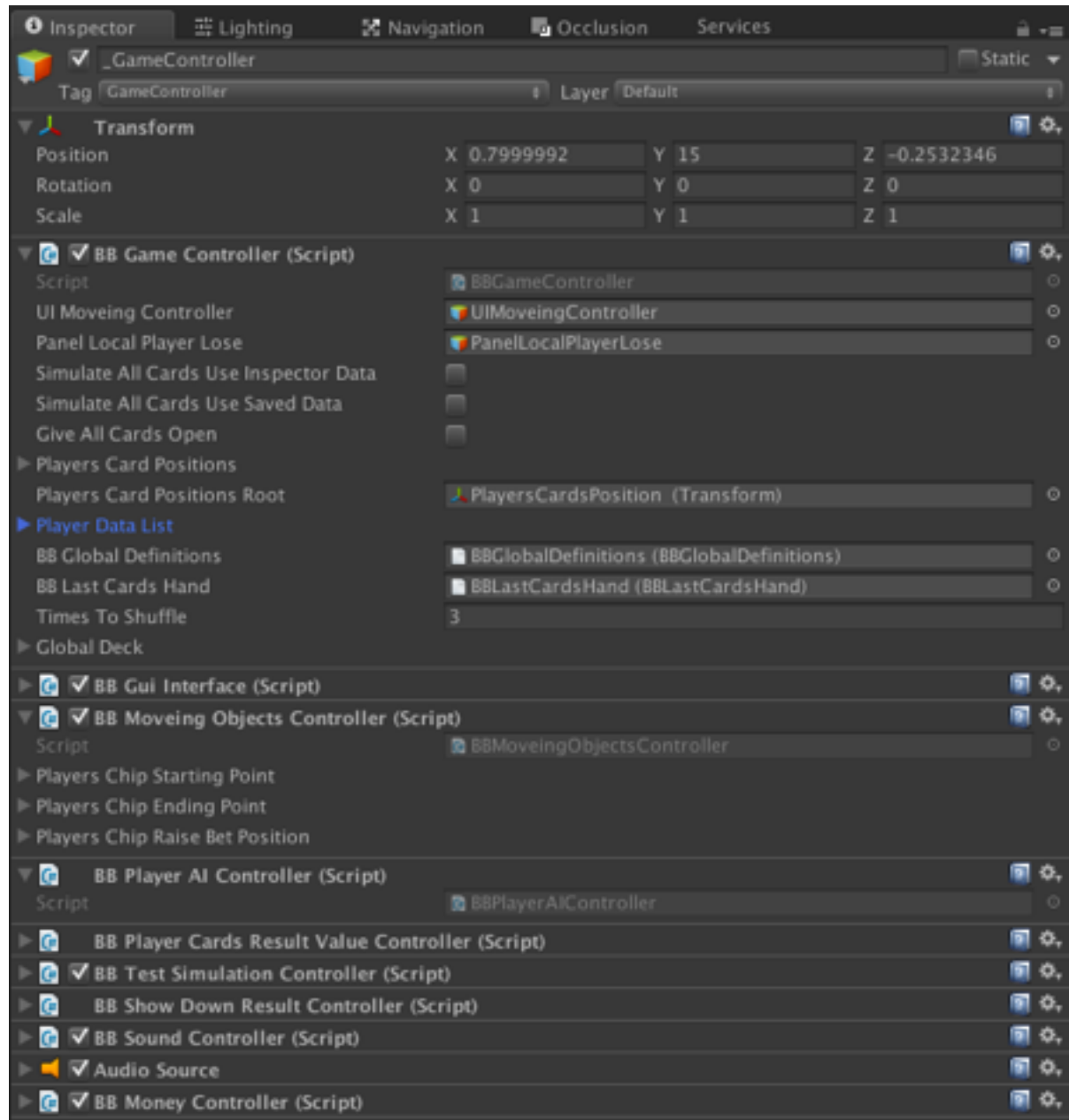
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Scene Components



## \_GAMECONTROLLER

Is the main component, here you can find all the game control scripts:



## CANVASONSCREEN

Only control end game buttons:



## ONTABLECANVAS

All UI on game table:

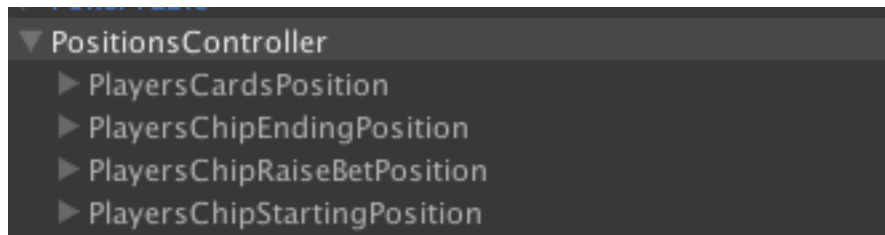


## POKERTABLE

Just the table model and some props.

## POSITIONSCONTROLLER

here you can set moving objects , cards and chips.



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## Applied Texas Hold'Em Rules

### LIMITED GAME:

In a game played with a fixed-limit betting structure, a player chooses only whether to bet or not - the amount is fixed by rule.

This is "Four Round" Game 25\$ / 50\$ Limited.

- Small Blind = 25\$
- Big Blind = 50\$

Small And Big Blind Double Each Game Hand

- Round Pre Flop Raises Start at 25\$
- Round Flop Raises Start at 25\$
- Round Turn Raises Start at 50\$
- Round River Raises Start at 50\$

Number of raises during each round are NOT limited.

- Game Stack = 2.000\$

### ALLIN GAME

In a game No-limit betting structure, Player can bet all his money(All-In)

Once All-In is called ShowDown start and then the hand ends.

This is "Four Round" Game 25\$ / 50\$ NO Limited.

- Small Blind = 25\$
- Big Blind = 50\$

## Small And Big Blind Double Each Game Hand

- Round Pre Flop Raises Start at 25\$
- Round Flop Raises Start at 25\$
- Round Turn Raises Start at 50\$
- Round River Raises Start at 50\$

Number of raises during each roun are NOT limited.

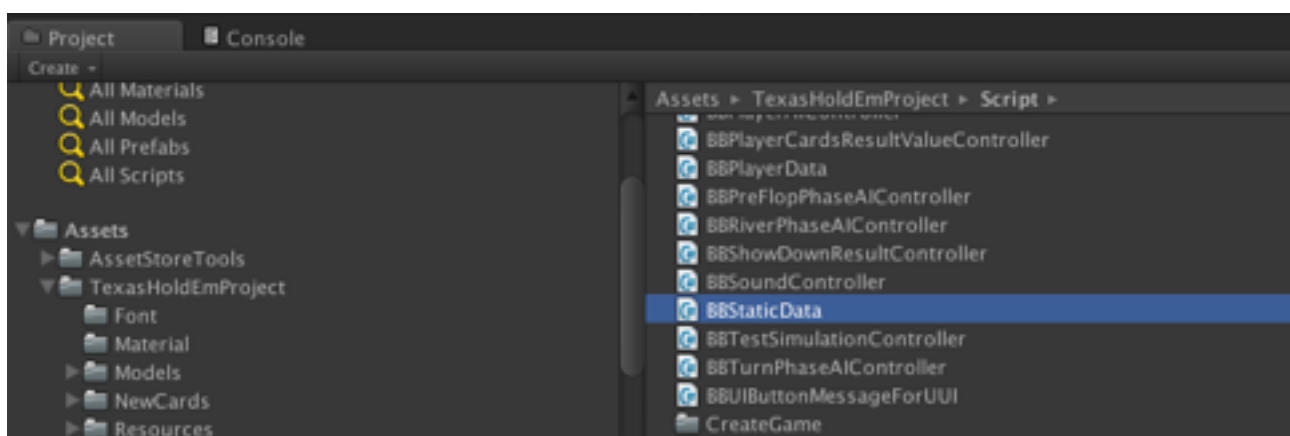
- Game Stack = 2.000\$

## How To List

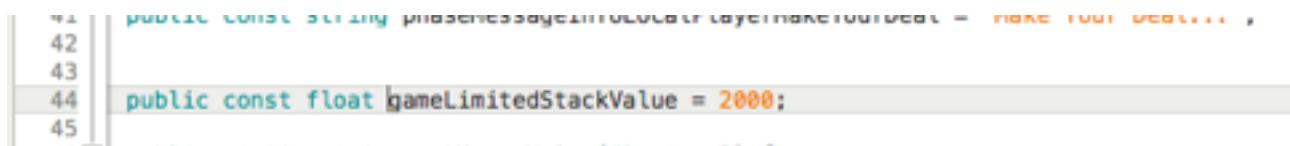
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### Set Players Stack Money Value

- 1) Open “BBStaticData” file



- 2) Change “gameLimitedStackValue” default is 2.000

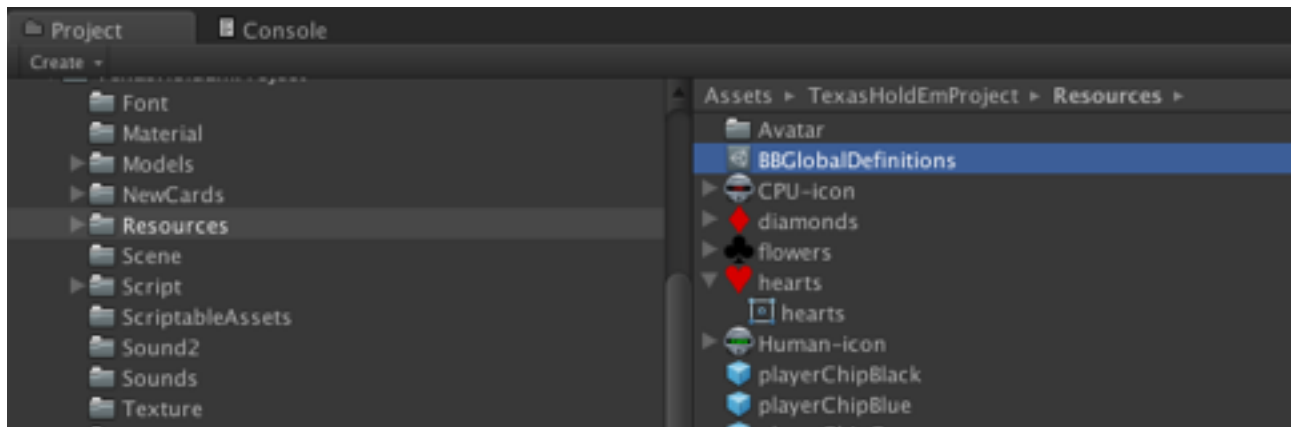




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## Change Players Names

- 1) Select “BBGlobalDefinitions” scriptable asset file



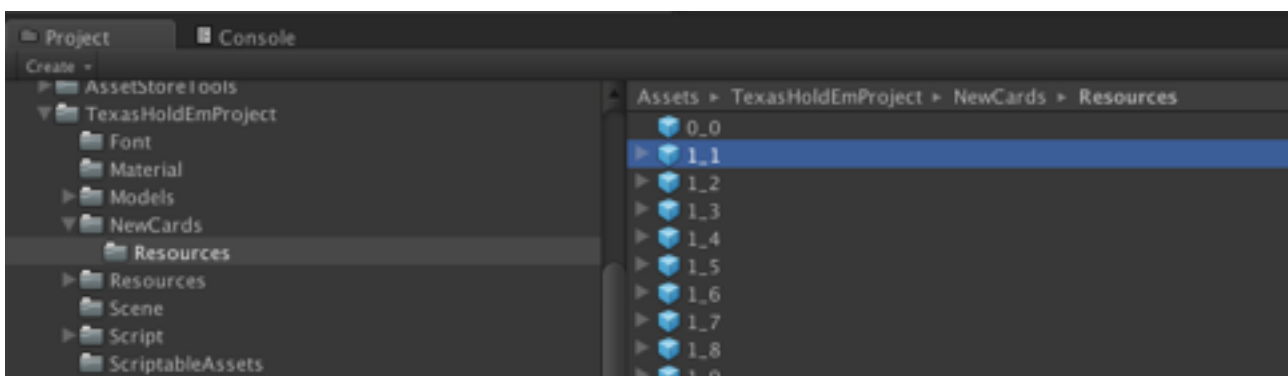
- 2) Set new names:



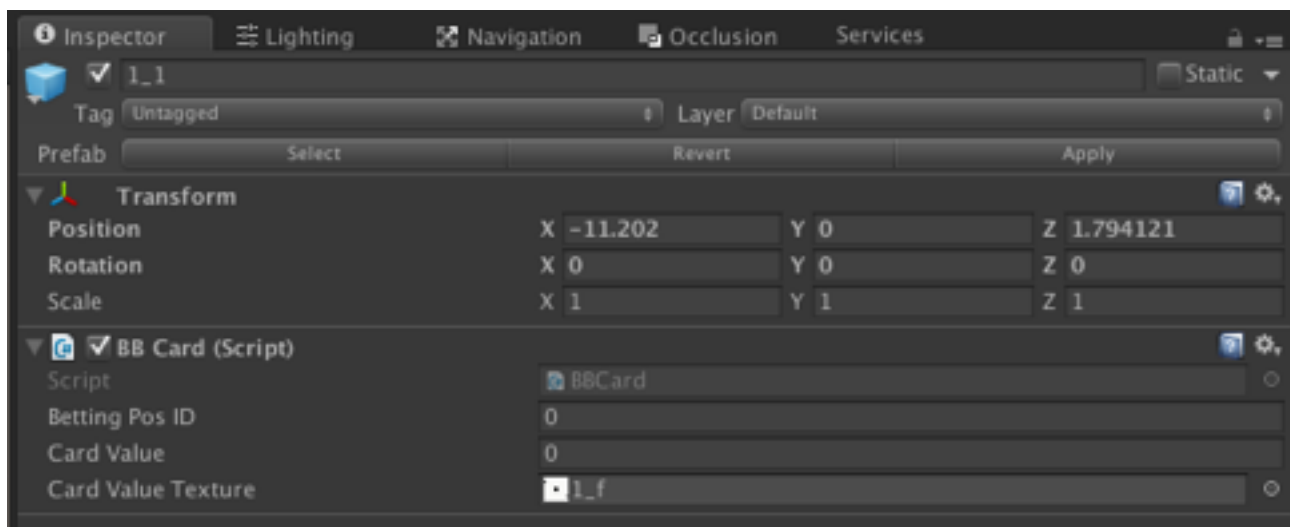
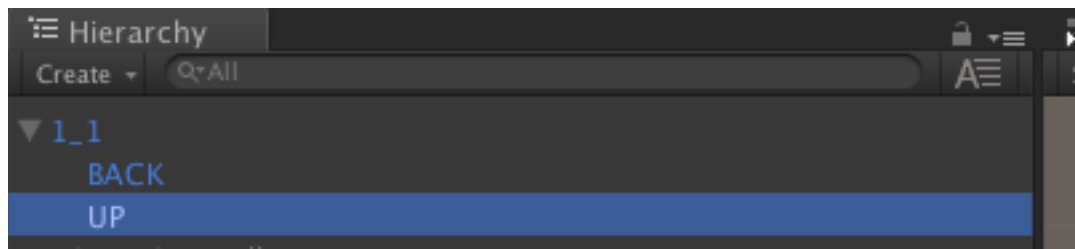
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## Change Cards Graphics

- 1) Cards prefabs are here:



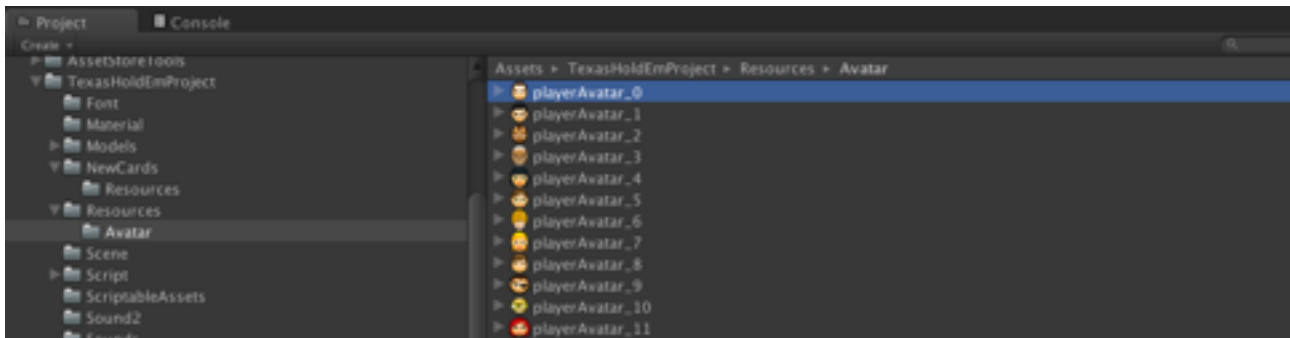
## 2) Change texture



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## Change Players Avatar Image

1) Find avatar images:



?\_0 is Player avatar then clockwise until \_10.

Don't change the name just the extension after underscore “\_”







