Poker

Poker game will be made in Unity.

1. Poker logic

* 52 unique card NFTS x 100 card decks = 5200 NFTs

Ultimately, I will make 100 rooms. -> **limit 10room**

? We need to decide player limit in one room. -> **min 4, max 10**

* Each player enters with 2 NFTs, but they cannot be identical in number and suit.
* 3 cards will be flipped, and all 3 cards revealed at once.
* Each hand or round is a couple of minutes.

? Determine time

* Players have to pay certain money for their 2 NFTs to enter the game.

? Players who earn money while playing the game cannot exit.

* Reward

?

**Previous Development situation**

Brain Storm is complete some design.

* Design
  + Main Scene
  + Single Player Scene (table, people, cards, chips, button, background UI etc)
  + Rule (not completed)

**My MileStone**

* Implement logic in single game
* Implement Multi Game using Photon
* Design and implement Database in multiplayer game.
* Connect Blockchain
* Backend Admin Page.

1. Build Single Poker game.

* Building Single game.
  + Single Logic
    - Have to change 5 flipped cards to 3 cards at once
  + Solutions
    - Change 10 players to 8 players.
    - Adding Active event when player throw cards and chips.
    - Fix Chips and cards position
    - Making button actions and image about call, raise, fold
    - Disable player when player is Hold action.
    - Making result Panel.
* Checking

1. Build Multiplayer game

* Change single logic to multi using Photon server.
* It will be public room without private room. I mean all players can create room and all players can see all rooms for joining.
* Rewards.
* Add & Change code for building WebGL.

1. Database

* Design Database
  + Wallet address, Reward, Room State etc
* Connect database in unity

1. Integrate with Blockchain.

* Connect wallet in Unity
* Buying special money in shop (unity or website?)
* Withdraw (unity or website?)

1. Backend Admin Page