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

?

1. Build Single Poker game.

Poker game will be 2D game. And it will be built WebGL in Unity to run in a web browser.

* Design and Art.
  + Design UI.

Main Scene, Get Chips, Single Player Scene (table, people, cards, chips, button, background UI etc)

* + Preparing Art.
* Making Audio.
* Building Single game.
  + Build UI.

Change 10 players to min 4 and max 8 players.

Change position (player, chips, cards.)

Fix card rotation and BettypeLetter.

* + Build game according to logic without AI.

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.
* Database
  + we need to use Database for store info like rewards, user etc.
  + Decide which database to use.

1. Integrate with Blockchain.

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