

The project contains a client and a master game server along with an integrated DMarket widget (BasicWidget) for DTanks game.

## Project's Basic Structure

The structure of the game is broken down into the following scenes:

1. *\_start* is the base scene with the main controller
2. *SelectAppType*. Contains the application selection logic: client, server, or offline
3. *Lobby*. Contains logic for server connection
4. *Authorization*. Contains the logic for authorization / registration within DTanks game
5. *Game*. Contains game's battle logic; if mode is "multiplayer", every player can get virtual in-game items
6. *Server*. Contains server logic
7. *Shop*. Contains the game content interaction logic and the logic of interaction with the Basic Widget

## Basic Structure of Basic Widget Integration Part

On a client side, you can find the following:

1. *\_start* scene  
The BasicWidget prefab itself is located.
2. *Shop* scene  
*ShopSceneController* has special stacks to work with BasicWidget in the *Shop.DMarketIntegration.BasicWidgetStates* folder, which contains the logic for authorizing and part of the interaction with the server in the context of BasicWidget.  
*AppShopSceneState* contains an intermediate logic for requests and responses between Shop and the game server
3. *Server* scene  
The *ServerDMarketIntegrationCommand* command contains the logic for working with *ServerApi*
4. *DMarketInfoConverter.cs* +  
It is used for mutual conversion of in-game and DMarket item formats within in-game operations, such as item sending from game's inventory to DMarket inventory, and vice versa.