Poker 3D (Texas hold 'em) Template

Hi,
Thank you for purchase,
I hope my package will help you.

It is a template for creating Poker game such as these games

The package also integrated with PUN 2
The package mainly includes client parts of Poker games and a lot of functionality for the server side, such as game logic etc.

Note.
The package has not real server functionality,
The package has a game logic, communication system with JSON Overwriting etc.

Fully open source C# code

Features

- 3D graphics mode
- The package has a game state saving system and reconnecting functionality
- The package has a Server-Client communication system with JSON Overwriting
- The package include a system for alternately execution the server messages by collecting them in a "Queue"
- No dynamic shadow
- Cards deformation and animation in 3D
- The number of players theoretically is unlimited

How the package works

Open the scene Assets/Poker/Scenes/ServerSimulator,
in this scene you can find "Server Simulator",
Open the scene Assets/Poker/Scenes/Game,
in this scene you can find "Game Managers" and "NetworManager".
"Server Simulator" with "Game Logic Manager" manages all game logic and state
"Game Manager" with there components manages all game on the client side
The "Server Simulator" and "Game Manager" communicate together through the respectively
"Server Messaging" - "Network Manager" and "Client Messaging"- "Network Manager".

When creating a new game, the "Server Simulator" creates a new "Server Game", copies new "Game State Data" and sends to clients "Game State Data" as JSON

The "Server Simulator" sends only "Game State Data" changes as JSON to the client, for this he has separated "Game State Table Cards Data", "Game State Table Chips Data" etc.

"Client Messaging" collects all messages from the server to the "Queue" - handlers and due to this, each message is processed after the processing of the previous one.

The "Camera Manager" has e two positions for extremely different screens and changes its position by smooth transition between them

The "GameUI" has a "Player Choose" panel for the "Main Player", "Betting" panel for the game info and "Loading Panel"

The asset also integrated with PUN 2 , using PUN you can find in the scene Assets/Poker/Scenes/Photon

For using PUN You need to

1) Instal   PUN 2

2) Register in photonengine

3)   Add in the editor Application-Id from - dashboard

For 2D mode just check is2D on the GameObject MenuUI/MenuUI in the scene Menu

How to modify the contents

The "Players Seat Manager" has a "Pivots" for the 7 players, if you need more players you can add on the "Table/Players" new "Player Seat".
For modifying your game you can modify the components on the "Game Managers" and modify the prefab "Player Seat".
For using you own cards atlas-texture you need set "Card Property" on the "Cards Manager" by accordance with your atlas

For changing AI behaviour , you can change class PlayerAIManager -   public void Choose