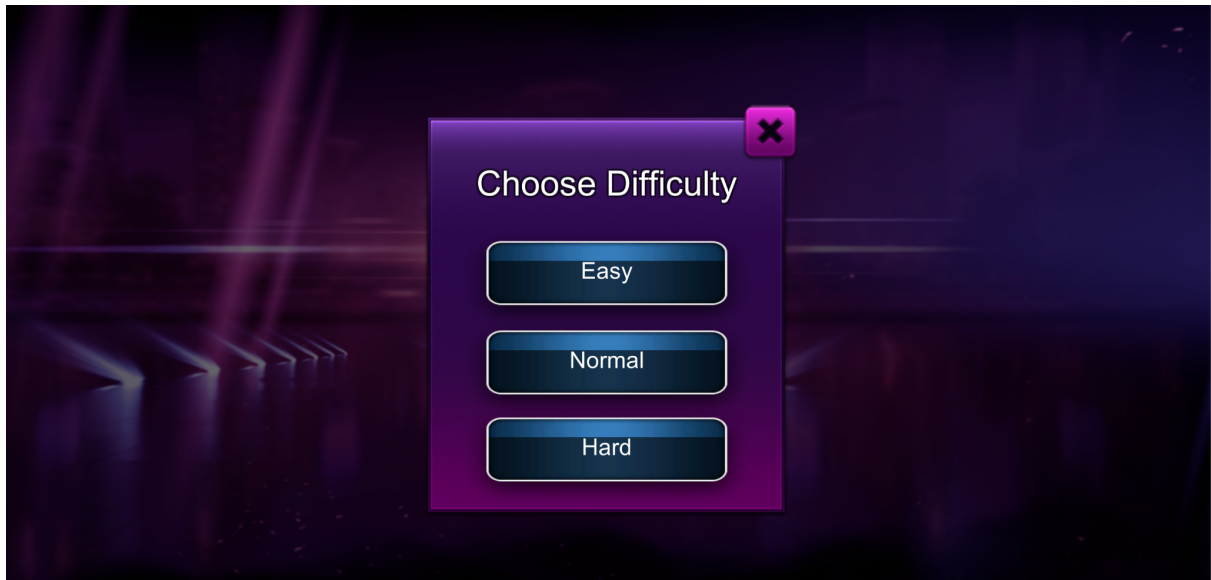# Domino Game Template v2

We saw all the negative reviews about the first version of Domino, so we completely changed this asset and are happy to present you version 2.0!
Now you play immediately with 4 opponents at the same time.
In this version, you have the opportunity to choose the difficulty mode with artificial intelligence.

Easy - artificial intelligence will select its moves so that the player wins with a high probability.
Normal - artificial intelligence will pick up its moves randomly, so the chance to win is 50/50.
Hard - artificial intelligence will select its moves so that the player is more likely to lose.
The logic for each difficulty level is described in AICheater.cs and you can change it to suit your needs or improve it.
This asset takes into account the passes of the players and counts the points (you can use this as a multiplier by which you will multiply the points in your game). Different options for ending the game "win", "lose", "draw" are also taken into account.
In the Domino prefab, you can customize the appearance of the dominoes, as well as the appearance of the back panel that will be displayed on the opponents (or you can turn it off, and then you will see artificial intelligence dominos).
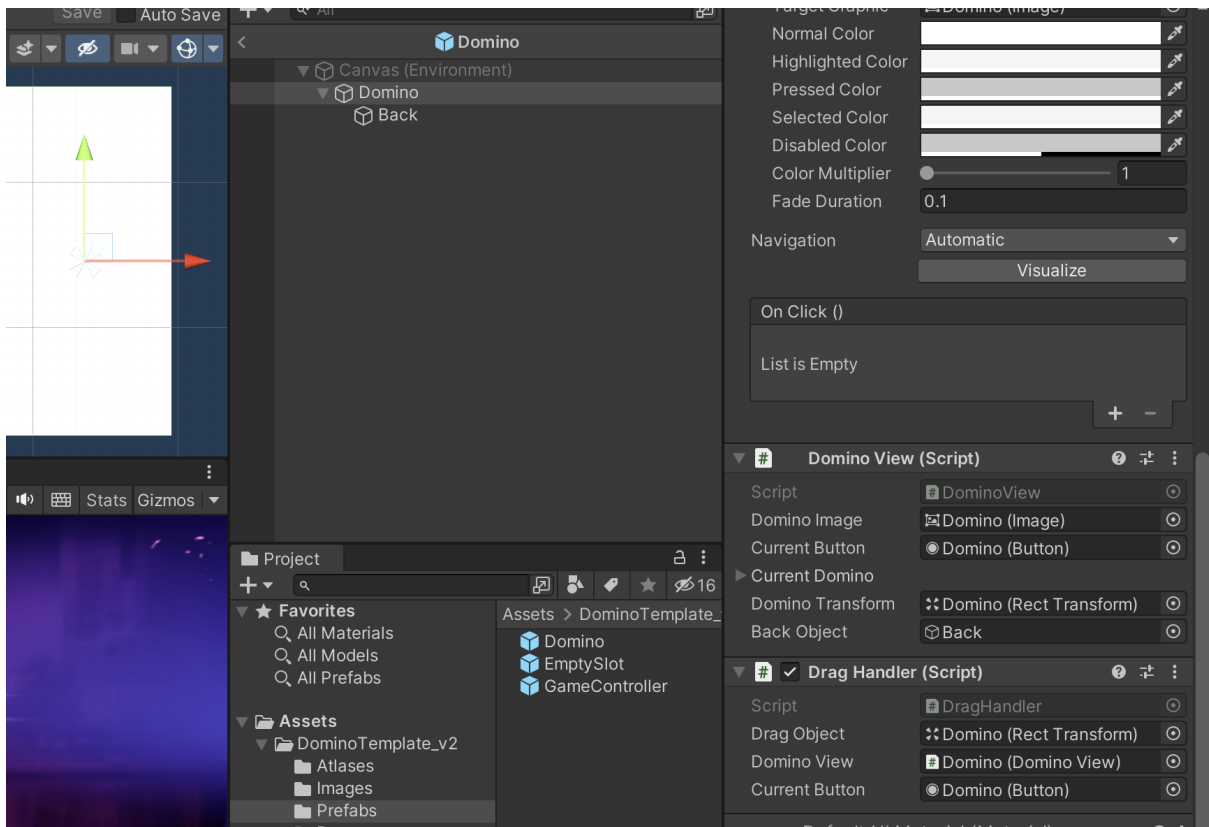
In the EmptySlot prefab, you can customize the appearance of the domino highlight, which shows the available move.
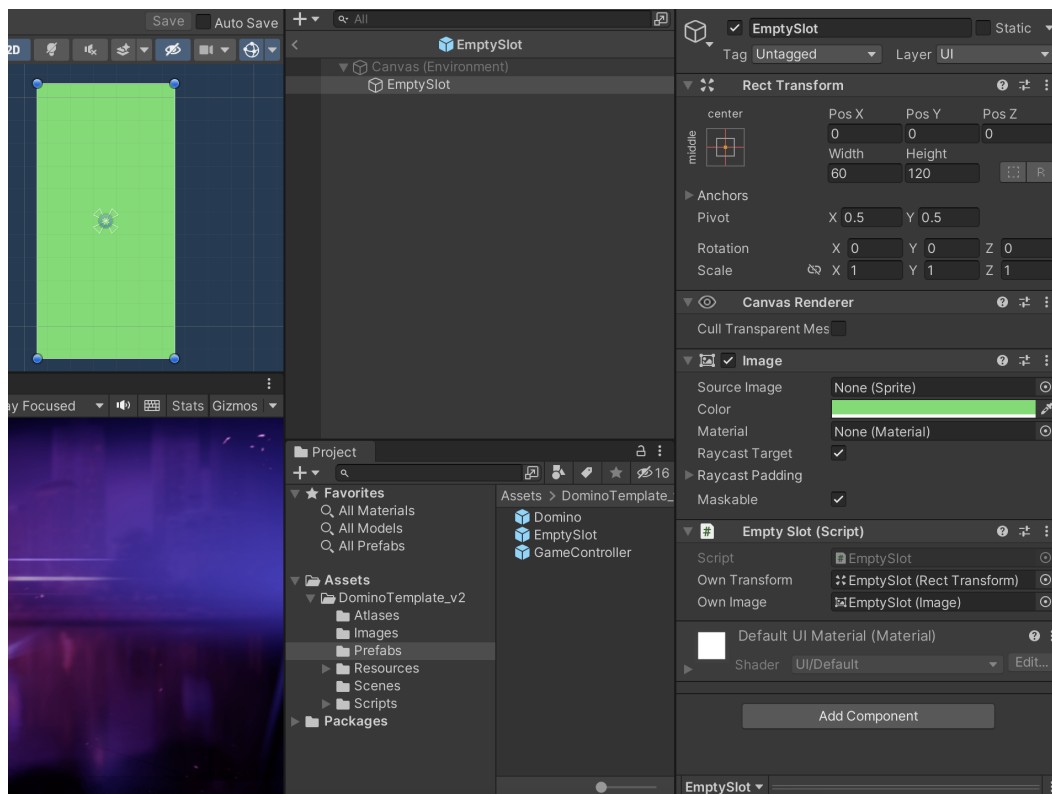
In the GameController prefab, you can set up the playing field, as well as set avatars and names for the players.
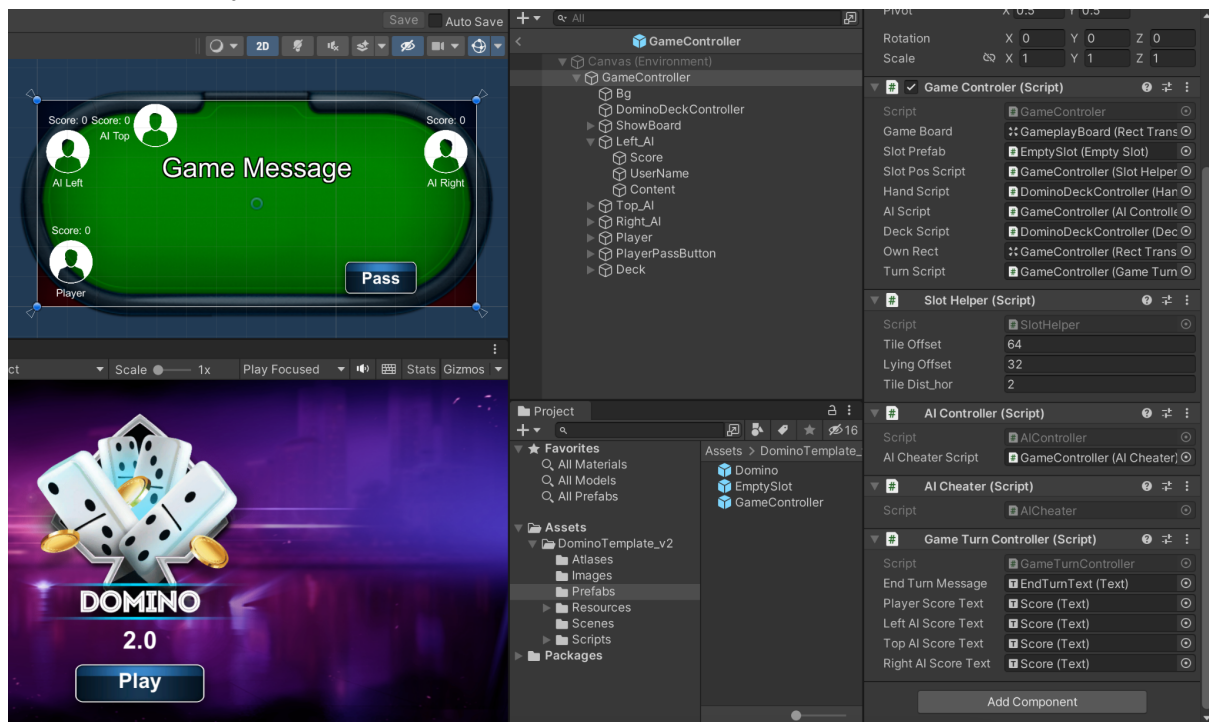
After completing the game, you can either replay the match or return to the lobby and select a different difficulty level.

The asset is easy to use and redesign. You can also write any additional logic for new game modes based on it.