



# **CARD GAME SIMULATOR**

Project No. 15006313  
Unity Seminar

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Card Game Simulator is a video game that aims to simulate various card games in a tabletop way.

Return To Hand

Chatrooms



Player 1 Score:  
20

Player 2 Score:  
40

Player 3 Score:  
20

Player 4 Score:  
100

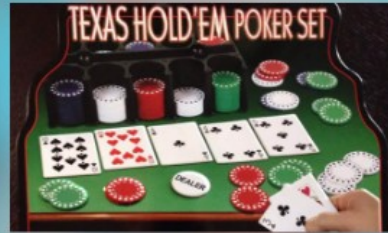
Choose from a variety of  
games, and play with friends  
over a local network.

No Internet connection required to play.

# Select a game template:



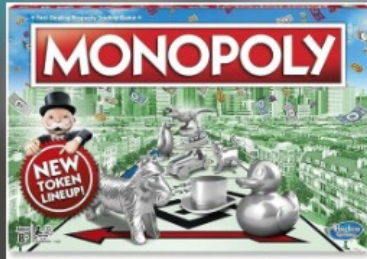
Taki



Texas Hold'em Poker



Sprint



Monopoly



Joining Game...

A Game Has Been Found!  
Game Name: Taki

Join Game

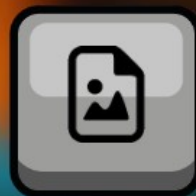


Create new card game  
templates, for other players  
to experience and enjoy,  
with many options for  
customization.

# Card Pool



Add card via:

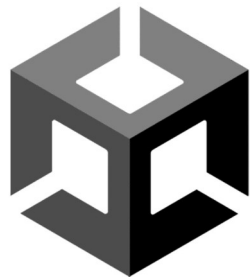




Use a secondary device,  
like a tablet,  
to show the game table.



# Technologies at Use:



**Unity**



With a little



# Previously Considered Technologies:

**DIRECT**

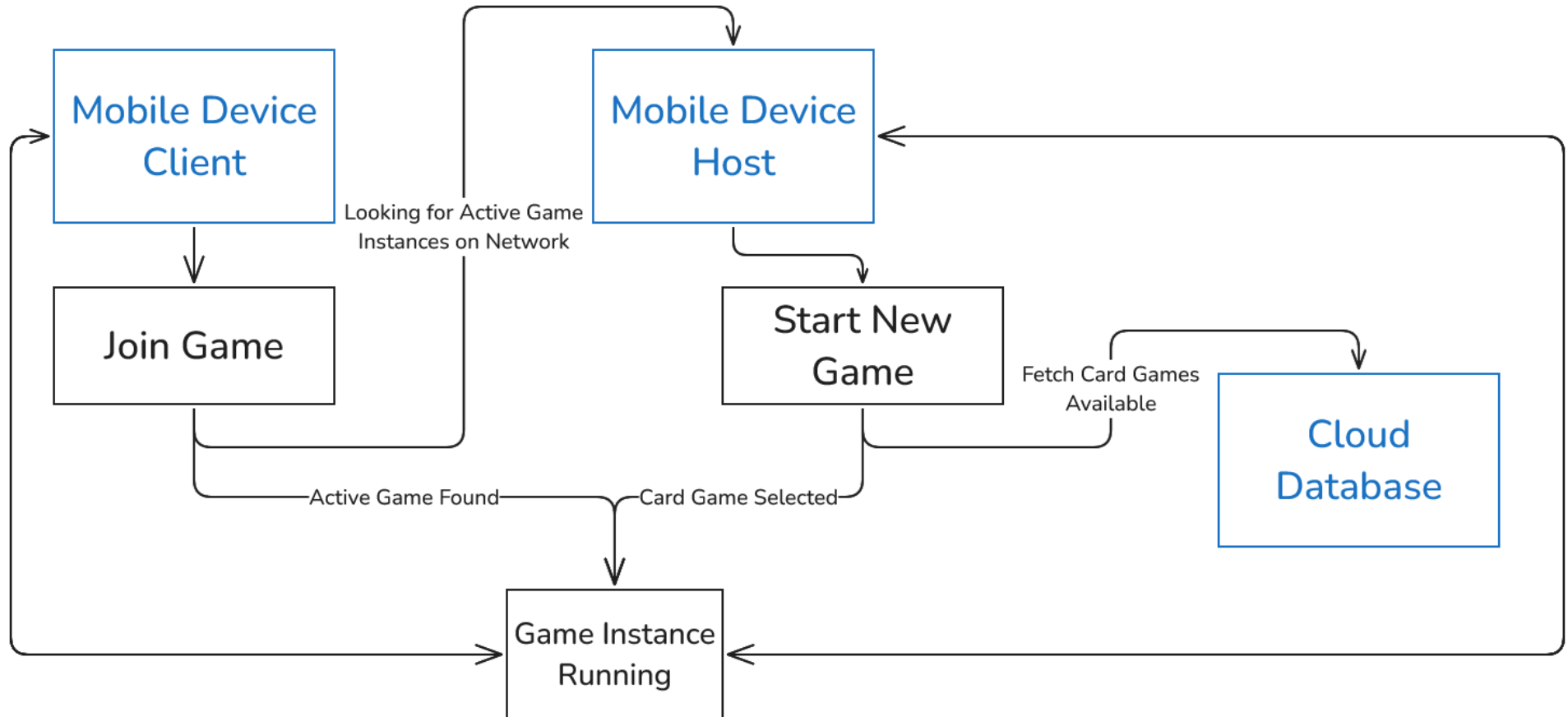


Nearby

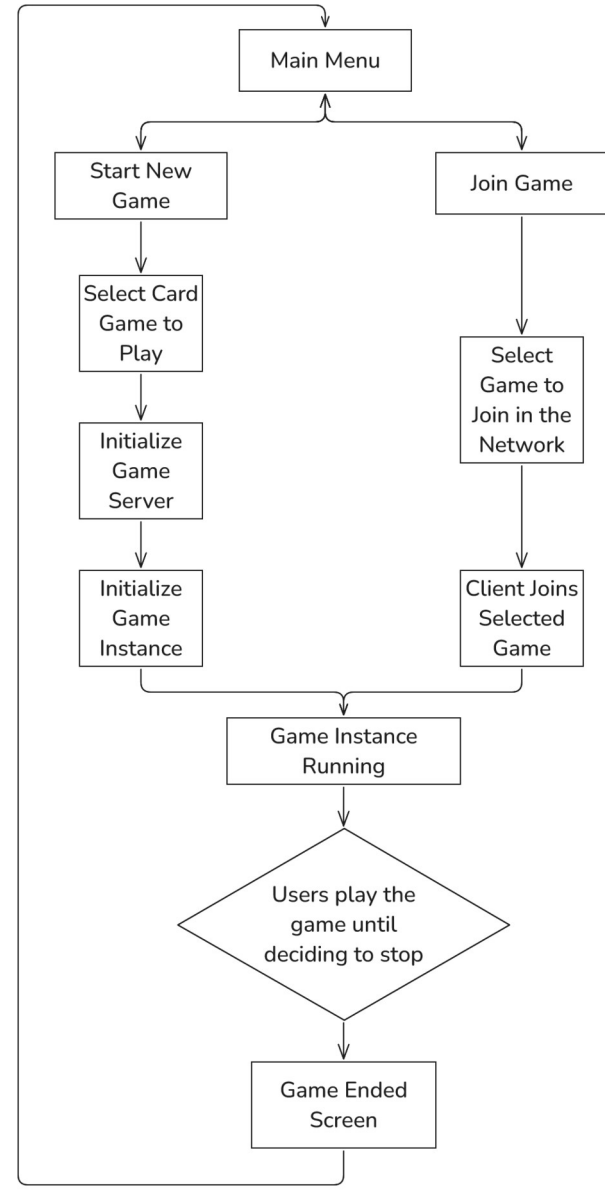


# Architecture

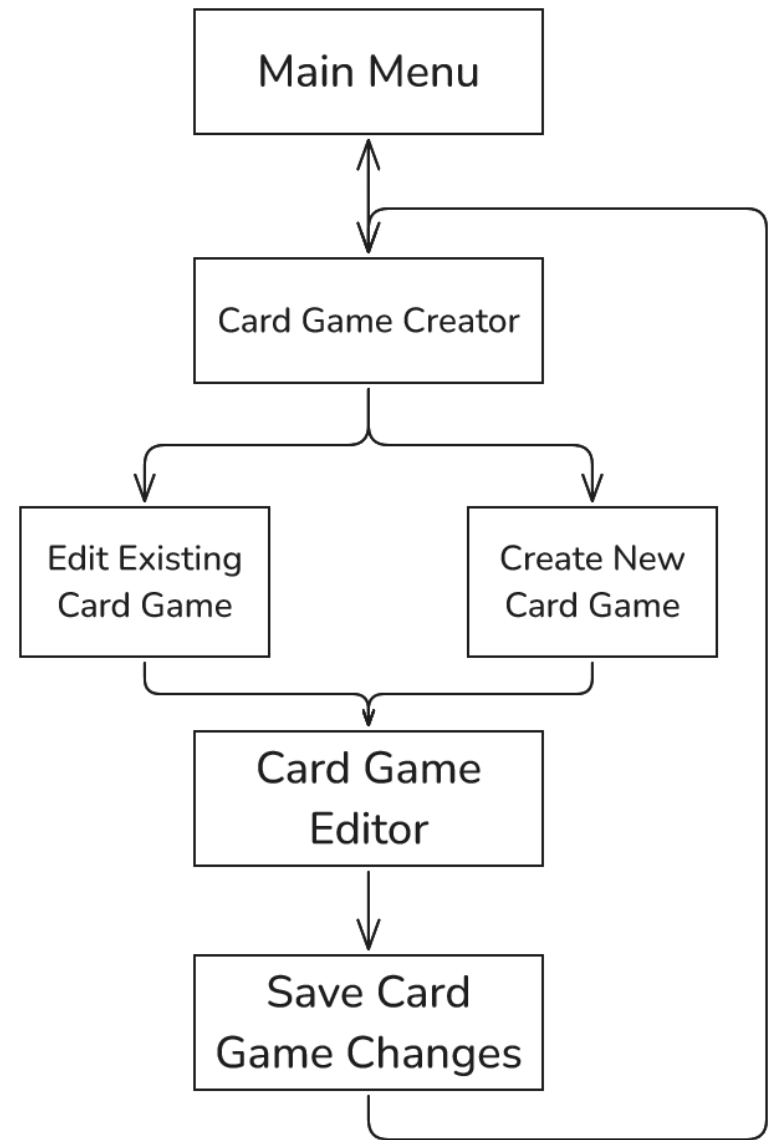
# System Components



# Game Instance User Flow



# Game Template User Flow





# Other Similar Games



# Roadmap

- Simulator Implementation
- Networking Integration
- Card Game Editor
- Cloud Database
- And so on...
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