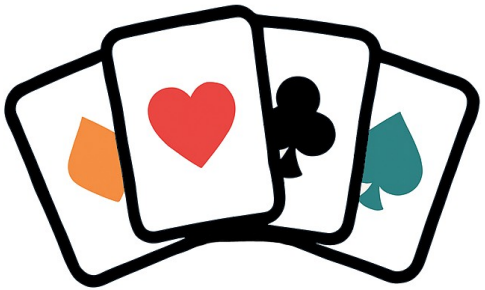


CARD GAME SIMULATOR

Project No. 15006313
Unity Seminar

Project Member: Melanie Sverdlov
Seminar Advisor: Moshe Sulamy

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.

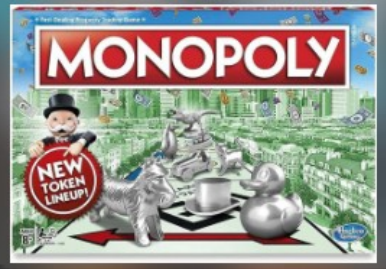
No Internet connection required to play.

Select a game template:

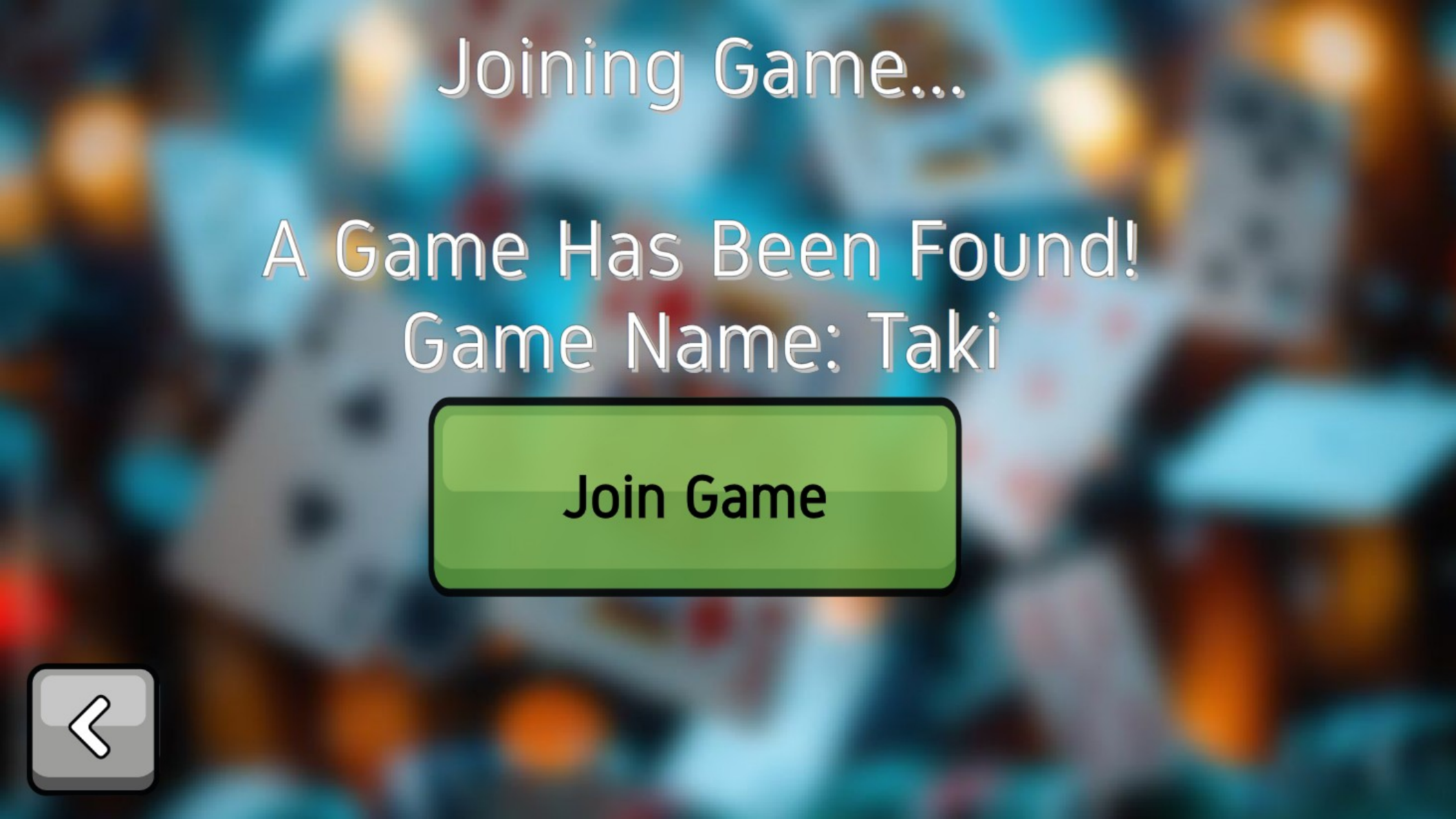
Taki

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.

Your Hand
Place Card
Reveal Card
Select Additional Cards
Chatrooms
Look at Table
Cancel Selection
Return To Hand
Player 1 Score: 20
Player 2 Score: 40
Player 3 Score: 20
Player 4 Score: 100
Chatrooms

Technologies at Use:

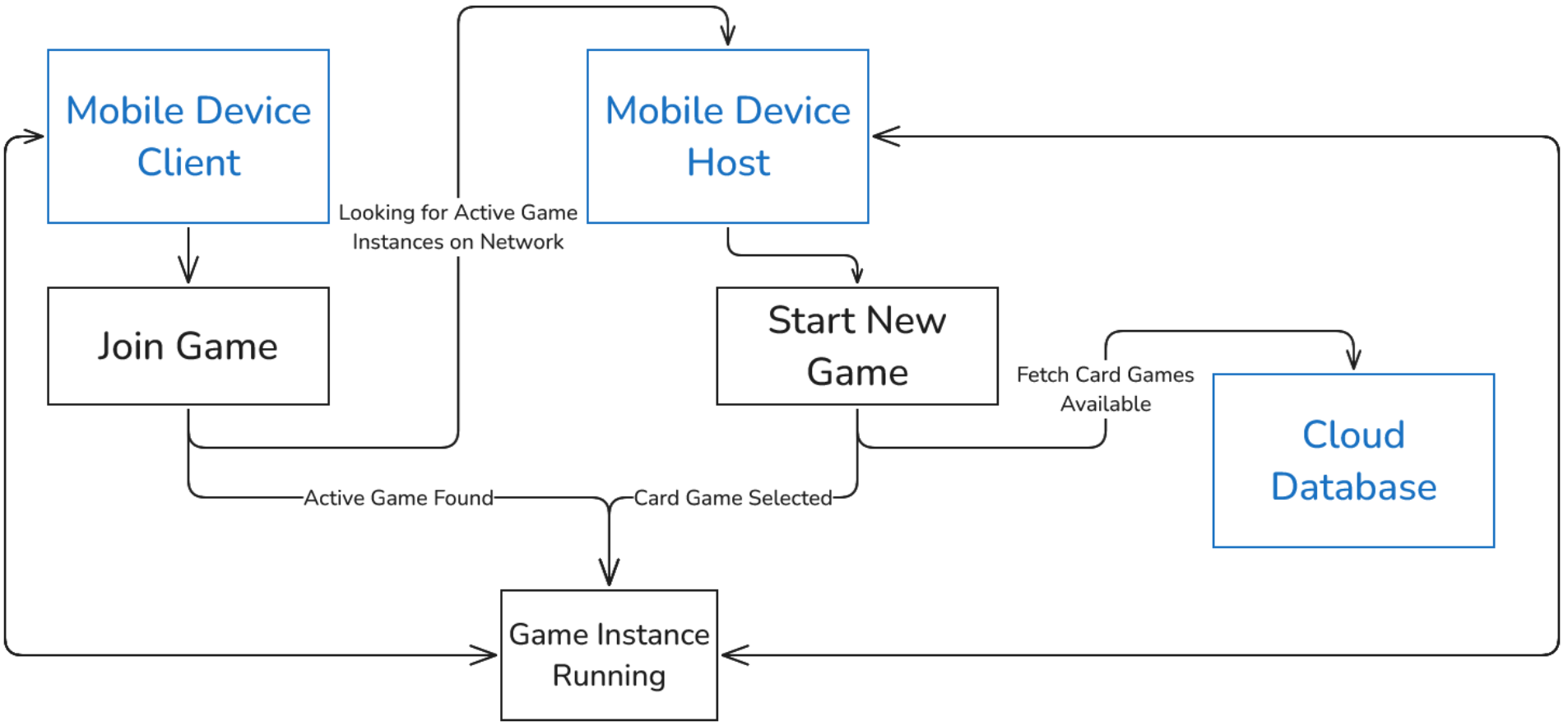
Unity

With a little

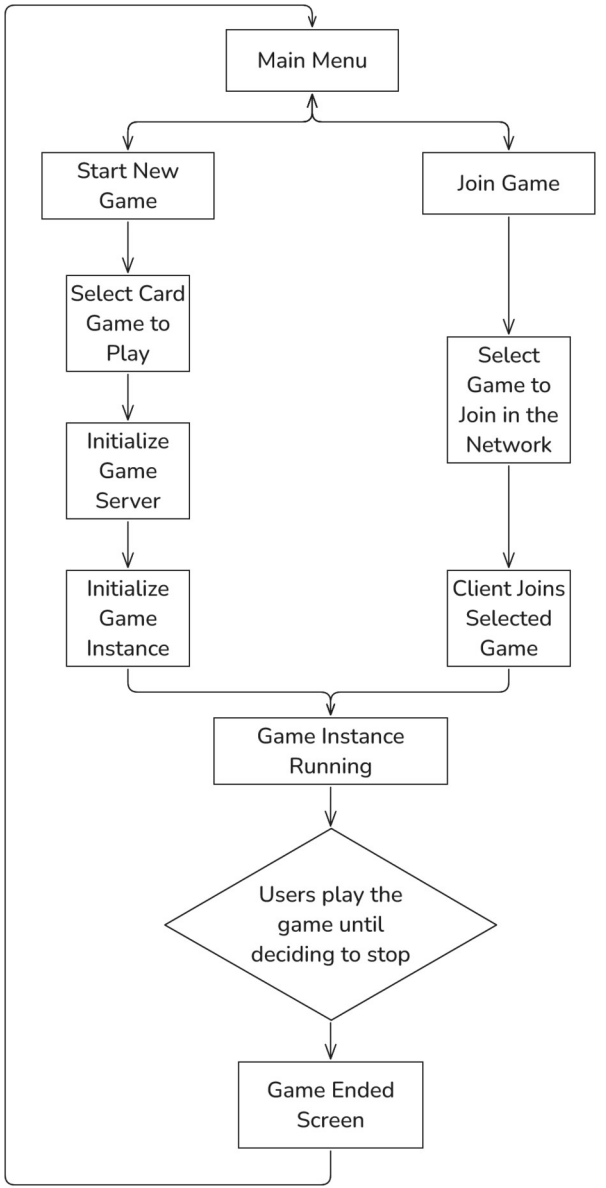
Previously Considered Technologies:

Architecture

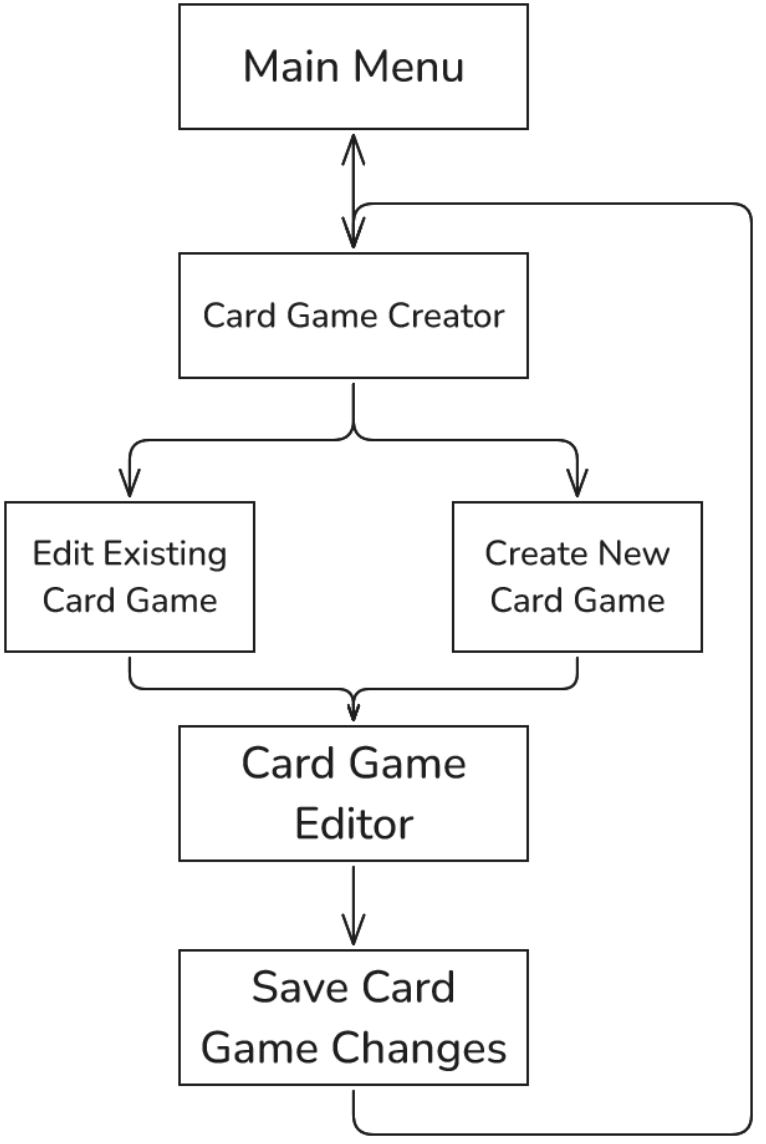
System Components



Game Instance User Flow



Game Template User Flow



Other Similar Games

BOARD GAME ARENA

Roadmap

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