



CARD GAME SIMULATOR

Project No. 15006313
Unity Seminar

Project Member: Melanie Sverdlov
Seminar Advisor: Moshe Sulamy

Presentation Contents

- Game Overview
- Architecture
- Technologies
- Other Solutions
- Roadmap

Game Overview

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

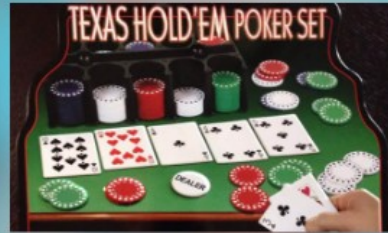
Choose from a variety of
games, and play with friends
over a local network.

No Internet connection required to play.

Select a game template:



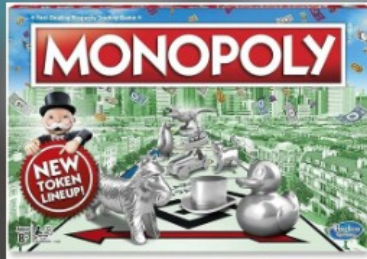
Taki



Texas Hold'em Poker



Sprint



Monopoly

Joining Game...

A Game Has Been Found!
Game Name: Taki

Join Game

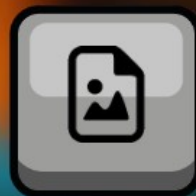


Create new card game
templates, for other players
to experience and enjoy,
with many options for
customization.

Card Pool



Add card via:

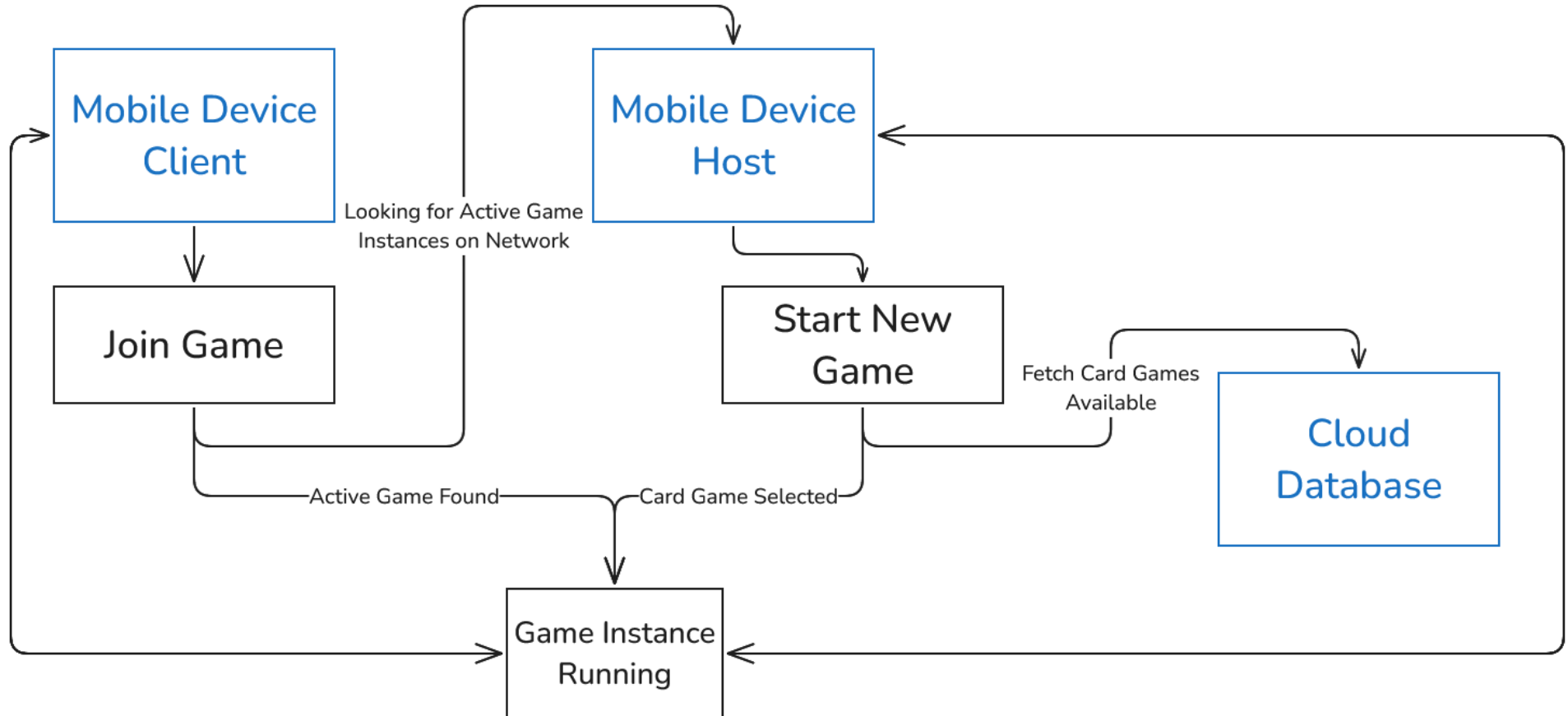


Use a secondary device,
like a tablet,
to show the game table.

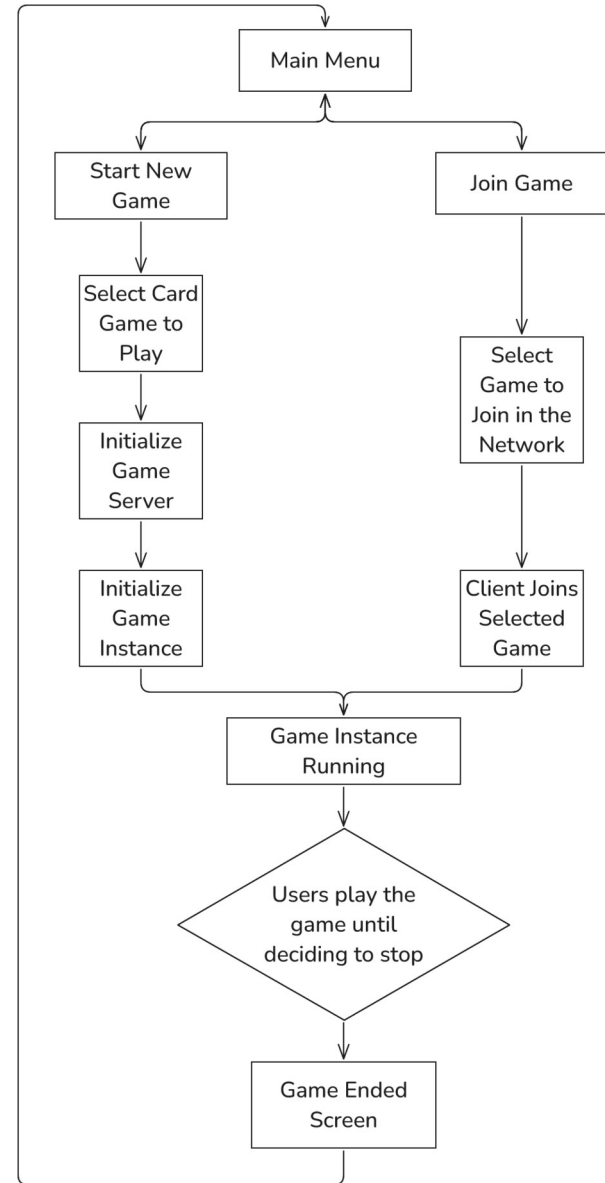


Architecture

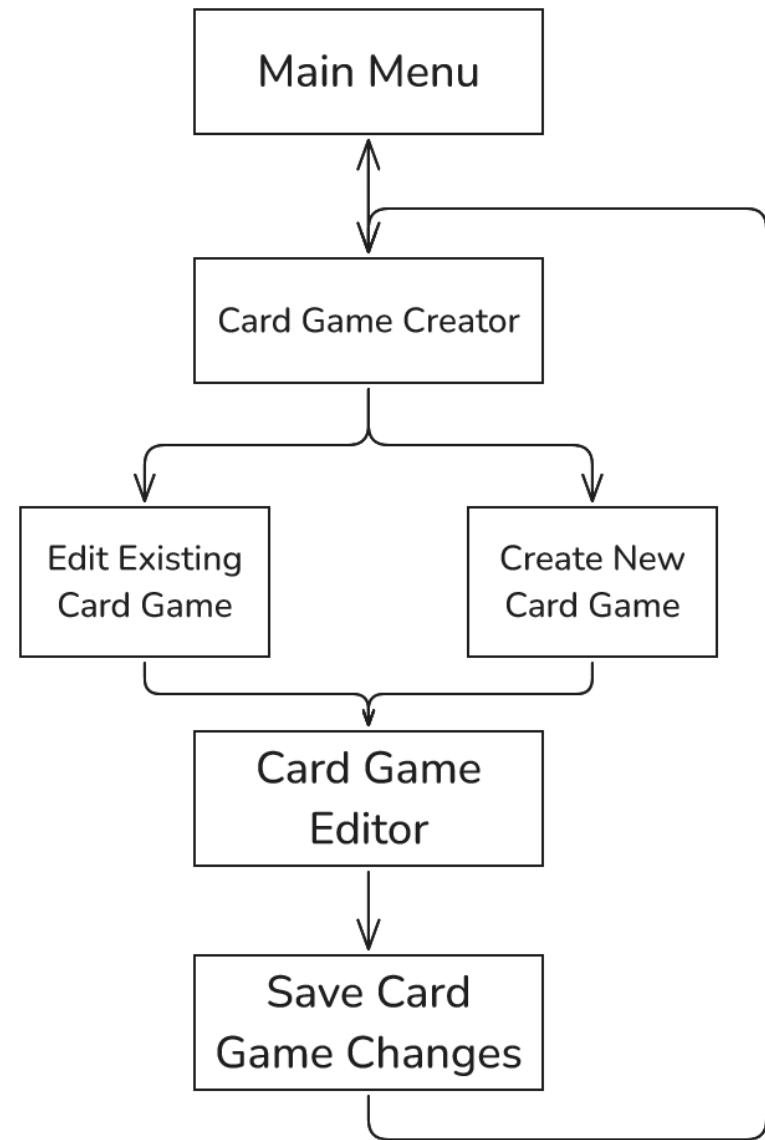
System Components



Game Instance User Flow



Game Template User Flow



Technologies

Technologies at Use:



Unity



With a little



Previously Considered Technologies:

DIRECT



Nearby

Other Similar Games



Roadmap

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