Card Game Simulator

Project Document

Unity Seminar

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Game Overview

Card Game Simulator is a video game that aims to simulate various different card games in a tabletop way. The simulator lets players play on a virtual table, with each player having their own hand of cards, and play card games closely to how they would be played on a real-life table.

Players open game instances, and invite friends and other players to play their card game of choice. The game instances are played over a local network, with the devices within a short distance of one another, without requiring an active internet connection.

The game provides users the tools to build card games of their own, that let them set up different aspects of the game: card decks, player types, chatrooms, table settings, player actions and more. Cards can be added to a game using an image file, or by using the device's camera to take a picture of the card.

Purpose of the Project

The game can be used to accomplish two types of uses:

1. A complete replacement for playing a card game physically, where it would be preferred or even physically possible over playing with real-life cards. For example: a group of kids playing Taki with their phones on a bus.

2. An aid for players for use in card games, and board games that utilize cards in gameplay, for purposes of convenience or accessibility. For example: a game of Monopoly, where players have placed the game map on a real-life table, but the cards and player money management are handled on the simulator by the players.

The idea for this game was based on Tabletop Simulator and Board Game Arena - games that aim to simulate board games as a whole, including card games. Card Game Simulator specializes on card game simulation, and to add convenient features fitting for playing those games, such as an appropriate interface for showing the player's hand, quick access to player actions like drawing a card, shuffling a deck, and so on.

Main Features: