

Game Dynamic Number Tutorial and Installation Guide

1. Installation guide

Unity version used: **2021.3.11f1**

Project code, build APK and tutorial can be found here:

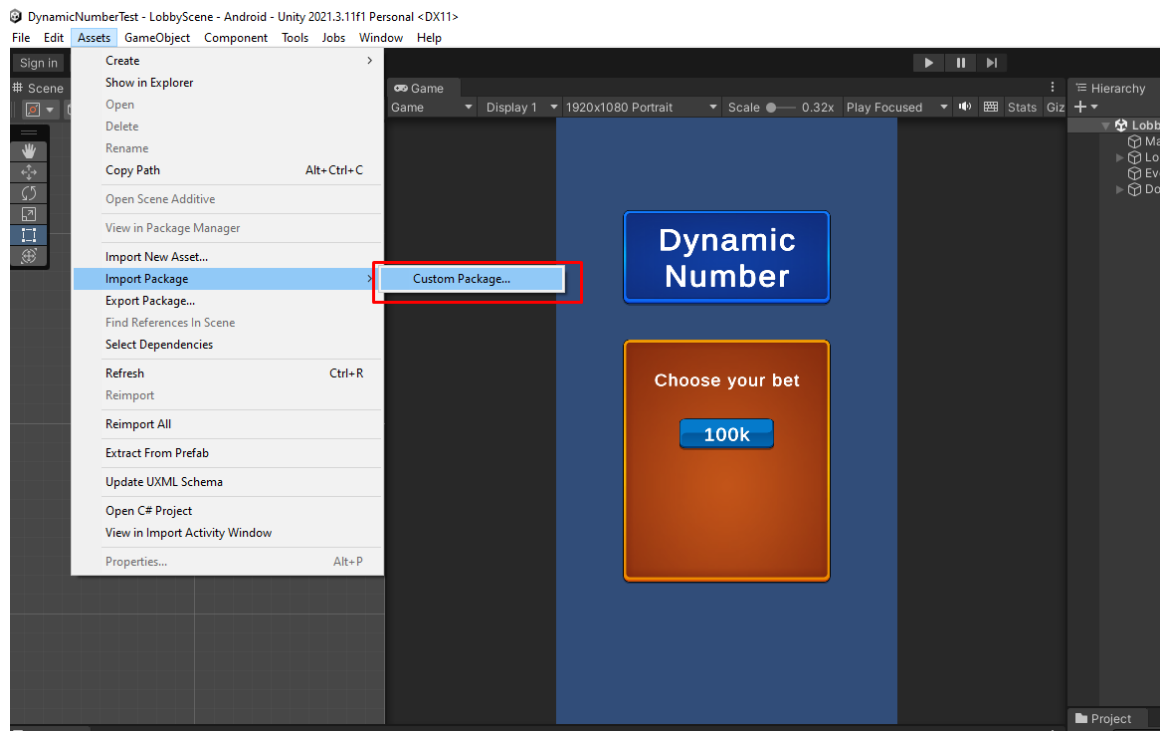
https://drive.google.com/drive/folders/1qEhVv7s3PVWIriuGAet5fD2stj5J_btZ?usp=sharing

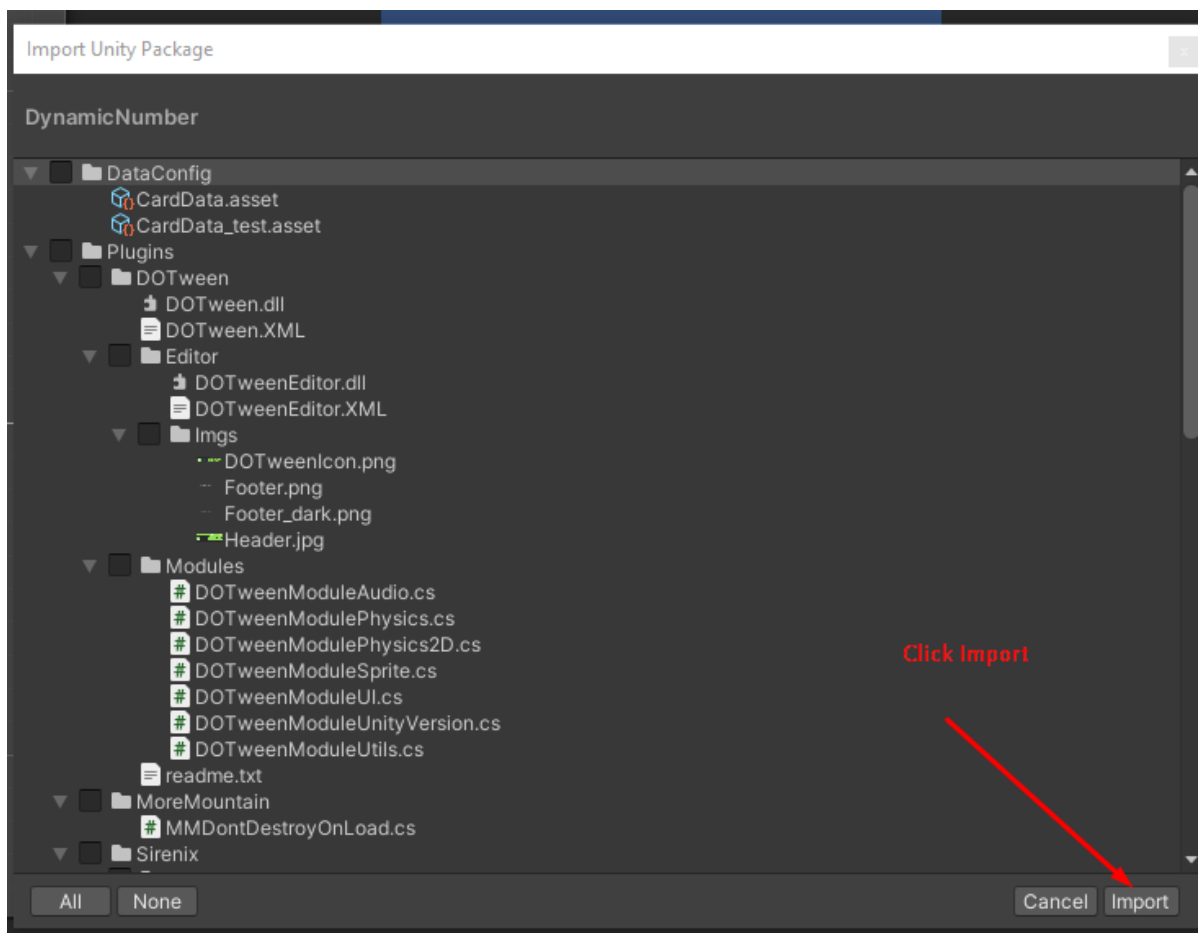
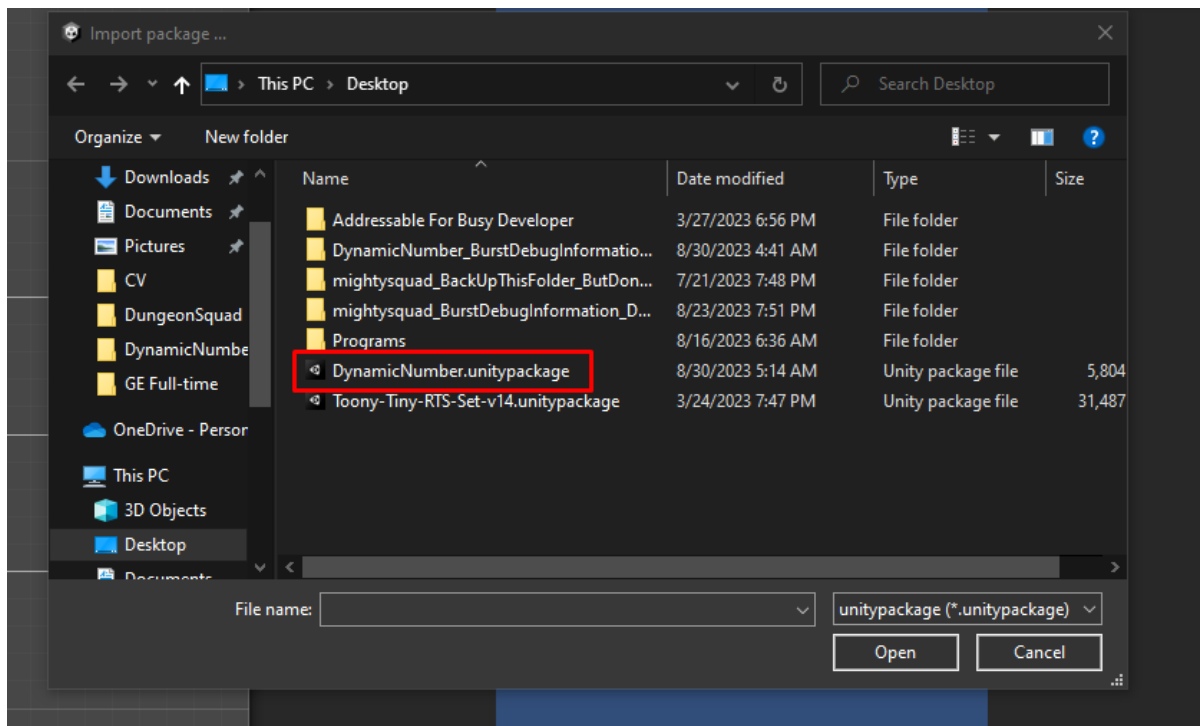
Or you can access this project via GitHub:

<https://github.com/buitu3/DynamicNumberV2>

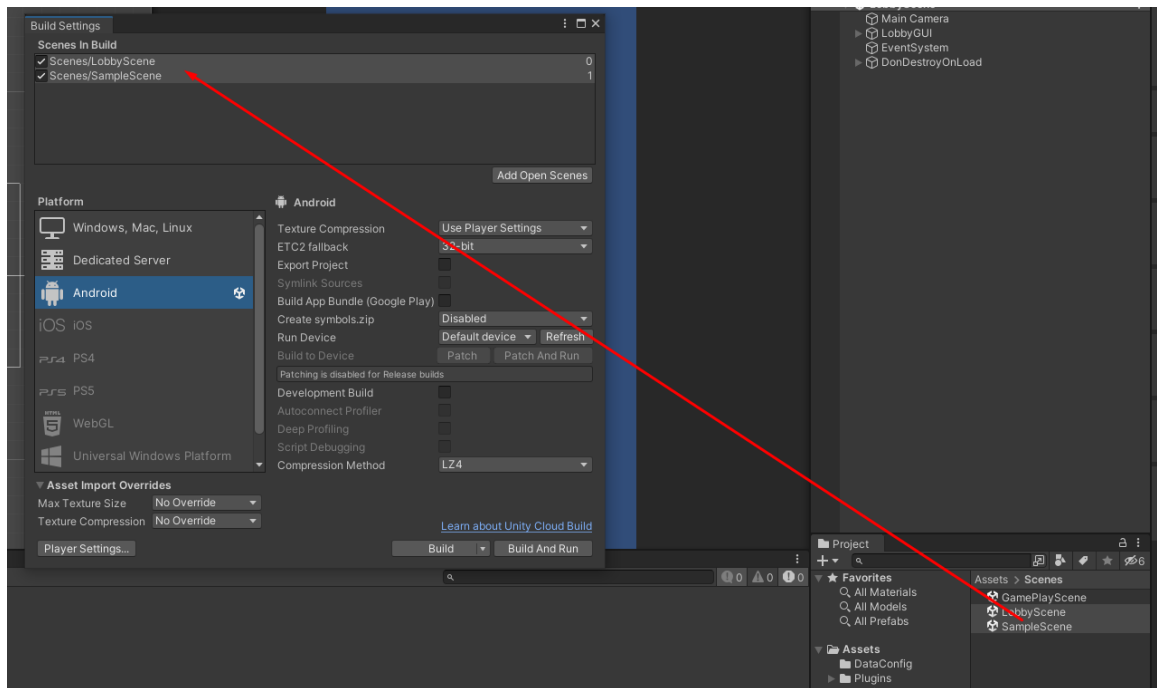
Step 1: Create an empty project using Unity version **2021.3.11f1**

Step 2: Import the unity package file included

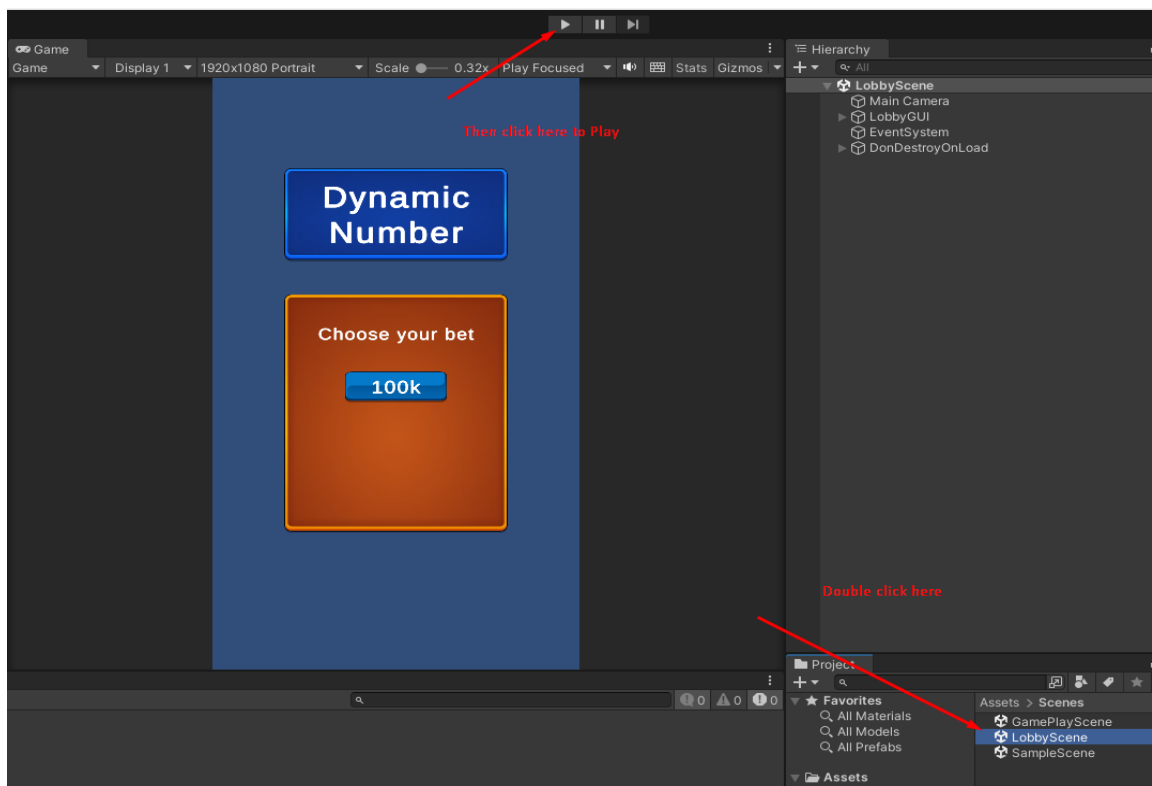




Step 3: Go to File/Build setting and then drag and drop two scene “**LobbyScene**” and “**GamePlayScene**” into Scenes in build



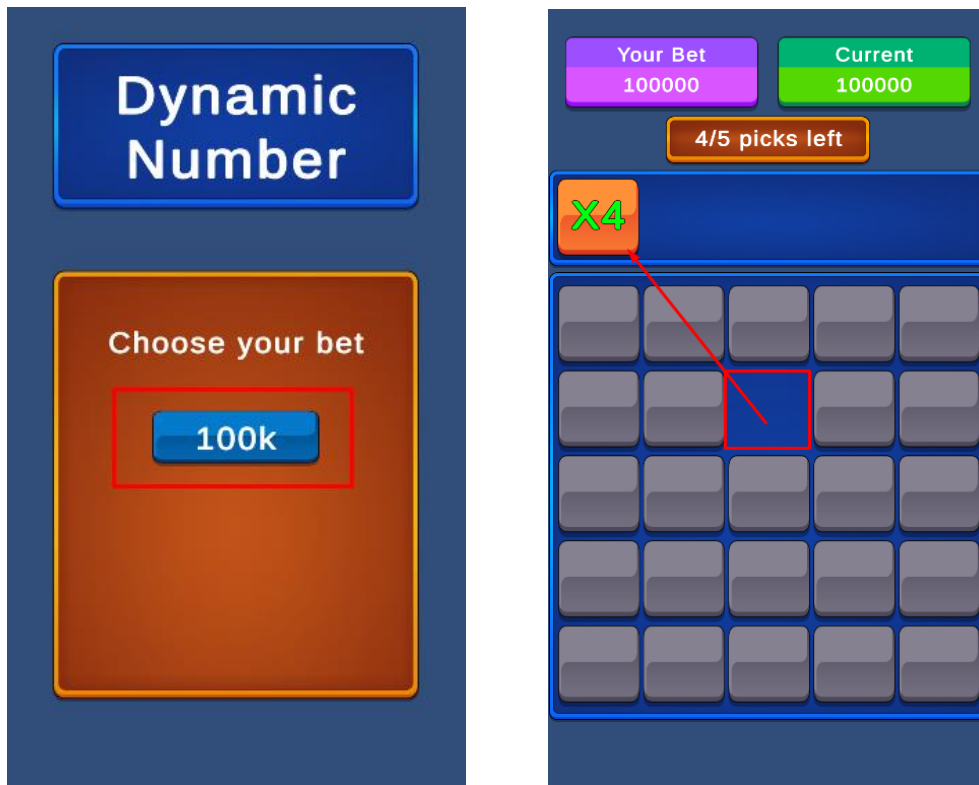
Step 4: From the inspector, open scene “**LobbyScene**” and press the play button



2. Gameplay tutorial

Step 1: Choose amount of point you want to bet and enter game

Step 2: Click to choose cards on the board until there are no picks left, chosen cards will be pushed to the queue on top.



Step 3: When the queue is full, the game will calculate player's point with each card in queue.

Step 4: After calculating player's point with all the card in queue. The game end and player can choose play again.



3. Types of card that can appear on board



- Multiply/Divide card:
Your point will be multiplied or divided X times



- Plus/Minus card:
Your point will increase/decrease X percent of your first bet value



- Zero card:
Your point become zero



- Reset card:

Your point is set back to the beginning, equal to the first bet value



- Reverse card:

Your point signal is reverse (Ex: -50k will become 50k and 50k will become -50k)



- Swap card:

Swap the first and last digit of your current point (Ex: 10000 become 1, 20455 become 50452)

4. Future development

In the future, new functions can be develop such as letting player interacting with the queue card on top after chosen all the card (Ex: destroy card in the queue and pick again, swap position of two card in queue...)