

Change starting poker project into Balatro

What is Balatro exactly?

Get 8 cards dealt from pack (a hand)

Select/deselect cards

Discard cards (button) and get new ones from the pack

Sort hand button by rank or suit (Buttons)

Play hand (button)

Add UI counters for discards remaining (start at 4)

And hands start at 4

Get points for type of poker hand made

Once a target score is made move to next round (of 4 hands with 4 discards)

Get prize (\$) for completing round and bonus for extra hands left

Use \$ to buy joker cards

A run is a set of rounds

Each round has 3 targets that can be selected as the users game target with score requirements and prizes displayed before beginning of round

Or a skip button

Scores

Looks like 5 chips for a 5, 8 chips for an 8, 10 for face, 11 for ace

Each card in the hand goes to multiplier score 8 for full house

Then score total is score multiplied by multiplier

UI

Info popup when mouse hovers above cards explaining everything needed for card understanding

That's enough to go on for 3 hour dev

The Starter Project

Its a state machine

FSPoker is the main controller for the poker game

UIManager handles loading in the screen ui prefab asset

PokerPhase enum controls the poker state machines flow

How Would I Go About Developing This?

Replace FSPoker with a FSBalatro

Replace TexasHoldemPokerUI with a BalatroUI screen

Replace PokerPhase enum with BalatroPhase enum

Create 8 card slots init as empty
Init shuffle deck

Loop:

Fill all empty slots with card from deck

Select cards

Deselect cards

Discard selected cards (go to Loop:)

Submit hand

Score points

Earn cash

Perhaps: shop for joker cards
(go to Loop:)

How did I do

I watched a you tube video of the Balatro game to get a jist of what it was about, and once I had seen enough to realise that there was no way I was getting a large percentage of it developed in 2 hours I started my first steps plan.

It was clear that I would be lucky to get the basic 8 card hand and discarding selected done in the time and so that was my target.

The project has a FSBalatro state machine which was copied from the FSPoker And The BalatroUI screen was a hacked up version of the TexasHoldemUI screen

I then got the 8 card hand dealt

I had to make the cards selectable for discarding and so added an animation and button

Once I got the selected cards discarded and then replaced my time was up. So I stopped at a basically working place and submitted the code to github

If I had more time

I would have added the sorting of the hand

I would have added the UI and functionality for the counters for 4 discards and 4 hands in a round and scoring UI

I would have then added the 3 targets for scoring and had the whole game loop functionality for a run