

Here are the main things that need to be done: 1) Polish the game play and game mechanics. 2) Bot creation and testing. 3) Multi-player game play with Bots and Photon. We should be able to run the game engine on photon

<https://www.photonengine.com/fusion/pricing>

I don't know if where you want to start at, it would be easier for me if you can get the bots and multi-player working on the servers so I can do testing. You tell me what makes more sense to do first.

- 1) I need the creation and ability for BOTS to play when there are not 4 players to play a game. Here is a game with that has bots hopefully you can use them

https://github.com/jwcain/Genetic_Euchre

Games will cost credits to play, there will be two types of game play tournaments and sit-n-go games. For now we are going to focus on 1 sit-n-go game which will cost 10 credits. Here is the room with the game link. Once the player hits the play button 10 credits will be deducted from the players account. At that point a One Minute counter will start waiting for 3 more players.

Example: 1 player enters a game the counter starts waiting for 3 more players should the 1 minute counter expire a BOT shall join the game and the counter resets to 1 minute waiting for 2 more players. This continues until the table is filled to complete a game then the game shall start.

The layout of the room can be found here. I have not implemented a tournament button yet but that shall be where it says "tournaments coming soon"

euchrefreekz.com/room

The photon and the multiplayer functionality needs to be implemented, along with photons matchmaking and rooms modules. Let me know what way will be best for us setting up the network topologies Shared or Deterministic?

Once implemented I will be able to do heavy testing and we will be able to polish the game mechanics and graphics.

- 2) Final testing with multiplayer, bots, rooms. All final customizations. This will be a WebGL product. Upon completion of the above, we shall test everything on photons servers.

Work shall be considered done and final payment shall be sent when the game is working on the servers and can be implemented for production grade testing.

I have diagrams and images for game layout design along with workflow charts should you need them. Most graphics and designs can be found on my github.

Please keep in mind that this build will be the foundation for implementation of Android and OS play.

All graphics and sprites shall be supplied by me, all testing shall be done by me. The quicker we can get it up on the servers for testing the easier it will be to customize and fix bugs and move on to the next step.

Let me know if you have any question. I am usually by my computer all the time and should be able to answer any questions right away. What time zone you in and what time do you usually work? You can email me here ff19@yandex.com send me your email and next phase we get off of Fiverr and save us both on fees!!