

INTRODUCTION

Hello, thank you for acquiring the **Simple Poker Template**. This is the official documentation for this template. Here you will see how to configure the basics contained in the Unity Project Template. You can also consult supplementary documentation directly on the website.

<https://simple-poker-template.gitbook.io/documentation/>

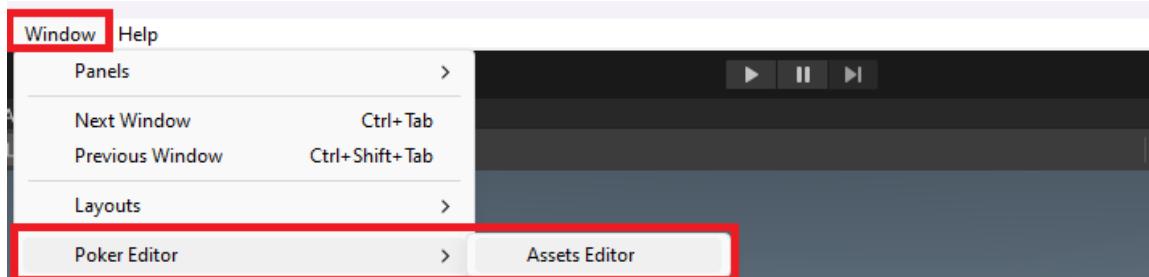
POKER EDITOR

This template provides an editor for you to perform the main settings regarding the graphical part, level editing, CPU editing, and game flow.

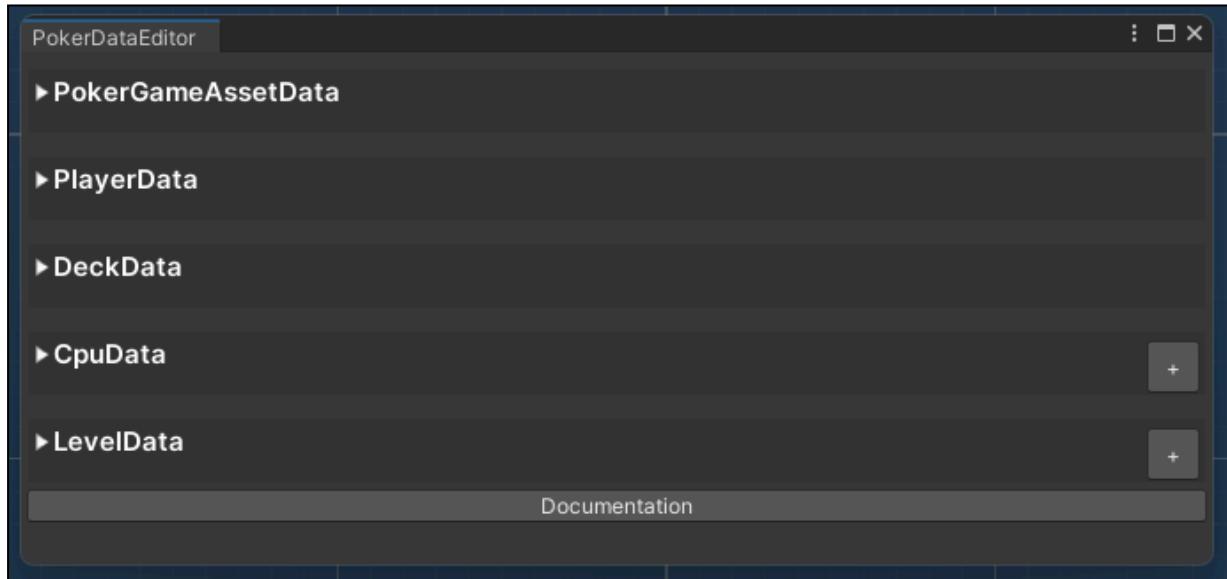
Note¹ The editor offers editing of the main game art (chips, pot, cards, etc.), but does not offer editing of the menus interface art (buttons, sliders, backgrounds, etc.).

Note² Do not modify the names of the folders contained in Resources, scripts automatically retrieve data through them.

The **Poker Editor** can be found in the windows at the top of Unity Project, **Window/Poker Editor/Assets Editor**.



Clicking on **Assets Editor** will open a tab containing the main template settings. You can expand them to edit. Note that it is only possible to add new data for Levels and CPUs.

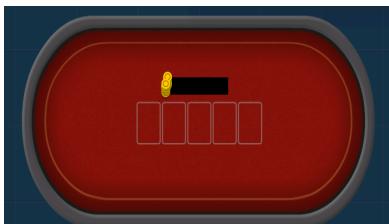
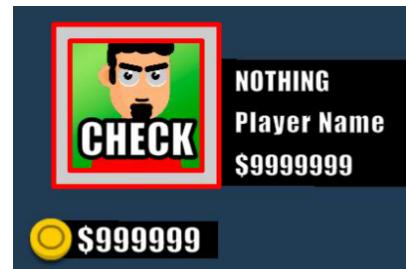
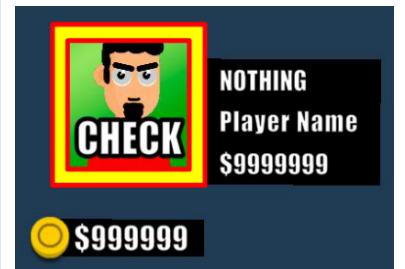
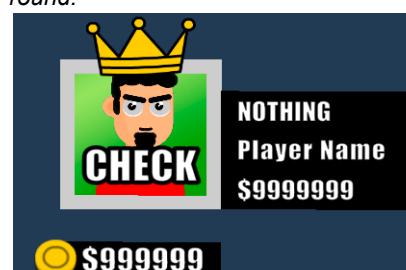


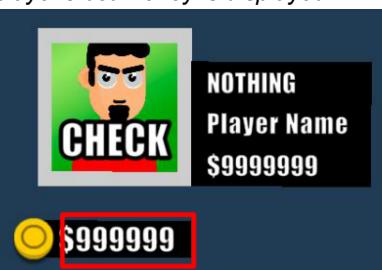
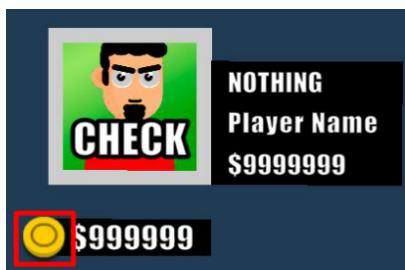
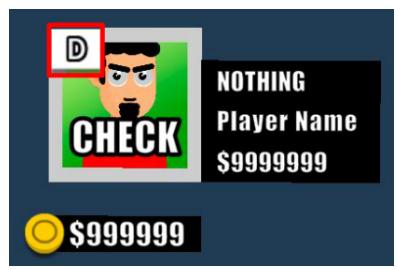
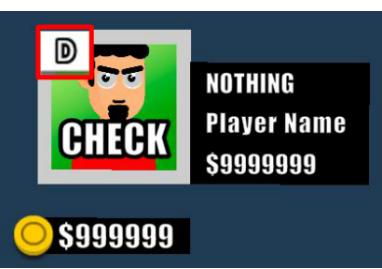
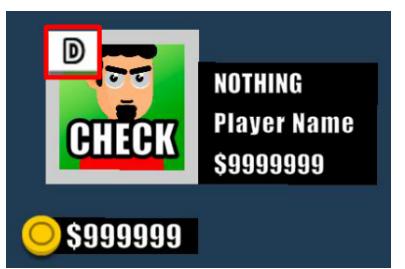
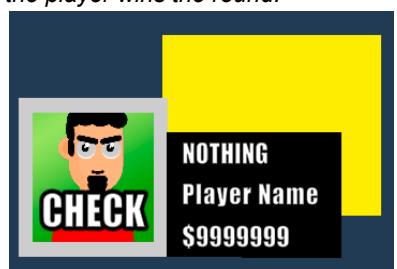
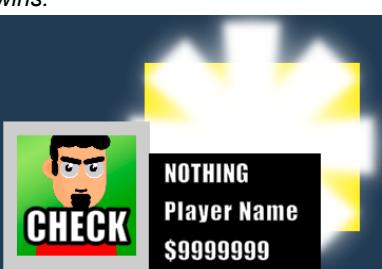
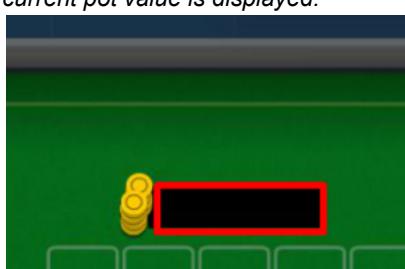
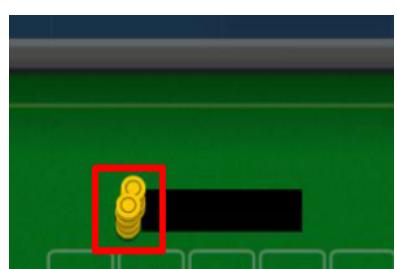
PokerGameAssetData

In this group, you will find the main settings for **Art**, **Color**, **Font**, **Flow**, and **Audio**.

Art

The arts mainly modify the Gameplay scene, below is a preview of what each variable modifies.

<p>Sprite_Table Poker table art.</p> 	<p>Sprite_NormalFramePortrait Player border art when it's not their turn.</p> 	<p>Sprite_MyTurnFramePortrait Player border art when it's their turn.</p> 
<p>Sprite_MyTurnHighlightRotate Rotational effect art when it's the player's turn.</p> 	<p>Sprite_WinnerRoundCrown Effect art when the player wins the round.</p> 	<p>Sprite_BackgroundPlayerName Background of the text where the player's name is displayed.</p> 

<p>Sprite_BackgroundPlayerChips Background of the text where the player's money is displayed.</p>  <p>Sprite_BackgroundPlayerHandType Background of the text where the player's poker hand is displayed.</p>  <p>SpriteBackgroundPlayerActionChoose Background of the text where the player's action is displayed.</p> 		
<p>Sprite_BackgroundBetChip Background of the text where the player's bet money is displayed.</p>  <p>Sprite_BetChip Bet chip art.</p>  <p>Sprite_DealerToken Dealer token/chip art..</p> 		
<p>Sprite_SmallBlindToken Small blind token/chip art.</p>  <p>Sprite_BigBlindToken Big blind token/chip art.</p>  <p>Sprite_BackgroundWinner Background behind the cards when the player wins the round.</p> 		
<p>Sprite_WinnerHighlightRotate Rotational effect art when the player wins.</p>  <p>Sprite_BackgroundPotChips Background of the text where the current pot value is displayed.</p>  <p>Sprite_PotChips Pot chip art.</p> 		

Colors

Through the variables in the Colors group, you can modify the colors of some effects in the game, for example, changing the color of the outline that highlights the winning poker hand. Below is a description of each time flow.

Color_BackgroundChooseFold: Changes the background color when players' actions are FOLD, by default, it is a color that darkens the portrait.

Color_BackgroundChooseCallCheck: Changes the background color when players' actions are CALL or CHECK.

Color_BackgroundChooseRaise: Changes the background color when players' actions are RAISE.

Color_BackgroundChooseAllIn: Changes the background color when players' actions are ALL IN.

Color_MyTurnHaloRotate: Changes the color of the highlight effect when it's a player's turn.

Color_WinnerHaloRotate: Changes the color of the highlight effect when the player wins the round.

Color_HighlightPokerHandWinner: Changes the color of the outline of the winning poker hand cards.

Game Font

Ignoring the menu interface fonts, changing the Default Font variable changes the text fonts related to the interface of CPUs and players, such as name, chips, actions, i.e.



Game Flow Times

Through the variables in the Game Flow Times group, you can control the game flow, such as how long CPUs should wait to pass the turn. Below is a description of each time flow.

Time_WaitToBeginGame: Expected time to make initial settings (capture number of players, deck creation, i.e.).

Time_EnablePlayerOnTable: Time to activate each player in their positions.

Time_WaitToBeginTurn: Expected time to start the round.

Time_DistributeCard: Time to distribute a card to a certain position.

Time_NextTurnDelay: Expected time to change the poker turn (ANTE, FLOP, RIVER).

Time_WaitNextRound: After finishing the round and showing the winner, here is the expected time to reset the round.

Time_CpuWaitChooseAction: Time each CPU takes to choose an action (CALL, FOLD, BET).

Time_CallNextPlayer: Time it takes to pass the turn after the user or CPU chooses an action (CALL, FOLD, BET).

Time_UpdateChipsValueText: Time to perform the effect on the text to add or subtract the player's chips/money.

Audios

Through the variables in the Audios group, you can change the main SFX of the game. Below is a description of each audio.

Audio_CardSwipe: Audio when a card is dealt.

Audio_BetChips: Audio when a player or CPU places a bet.

Audio_DoFold: Audio when a player or CPU folds.

Audio_DoCheckCall: Audio when a player or CPU checks or calls.

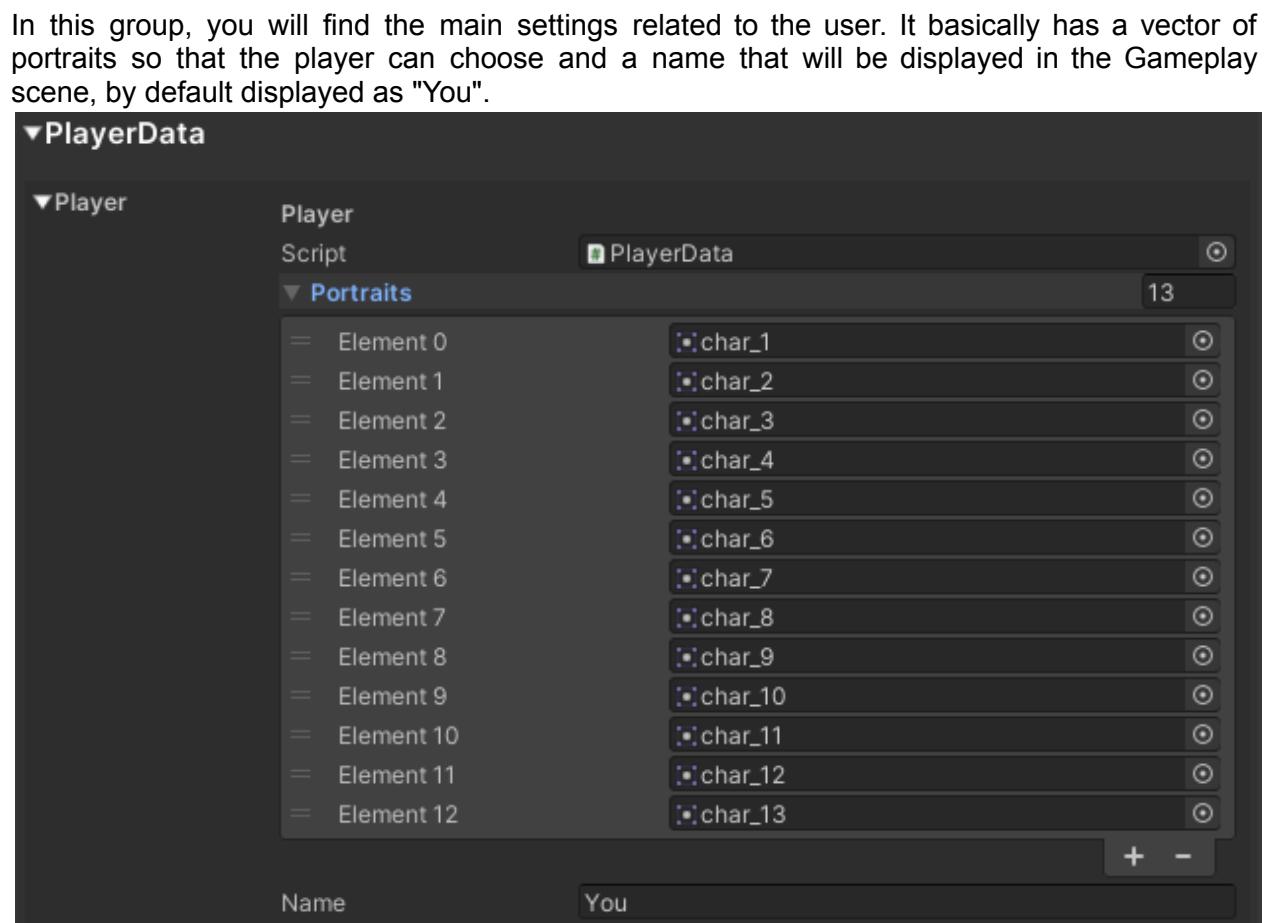
Audio_PlayerWon: Audio when the human player wins the final match.

Audio_PlayerLost: Audio when the human player loses the match.

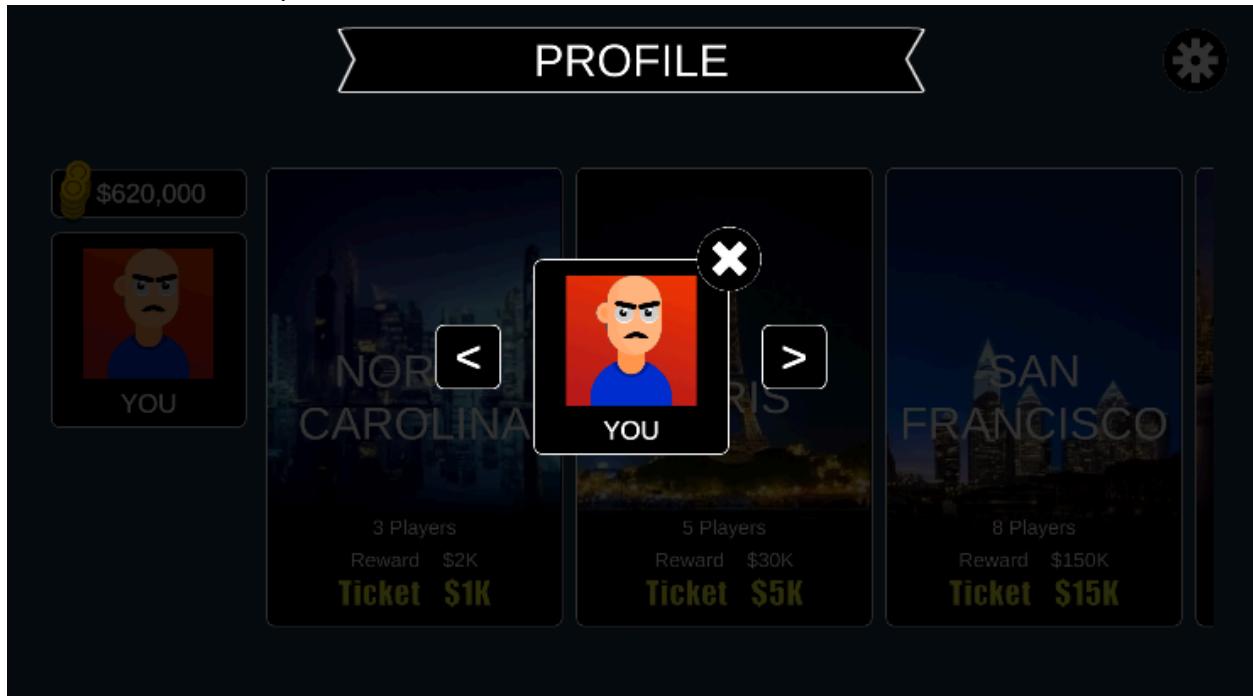
Audio_RoundCardsShow: Audio when players show their cards at the end of the round.

Audio_ButtonClick: Audio when the user clicks on an interface button.

PlayerData



After adding new portraits, they will automatically be displayed on the Profile screen and can be selected as the main portrait.



DeckData

In this group, you will find the main settings related to the deck's art. The poker deck consists of 52 cards, but the card back art is also needed. To configure the vector, it is necessary to follow a specific order, being the order of suits: DIAMONDS, SPADES, HEARTS, and CLUBS and starting from the card value 2 to the ace value. The vector must follow the order below:

DIAMONDS: 2,3,4,5,6,7,8,9,10, J,Q,K,A

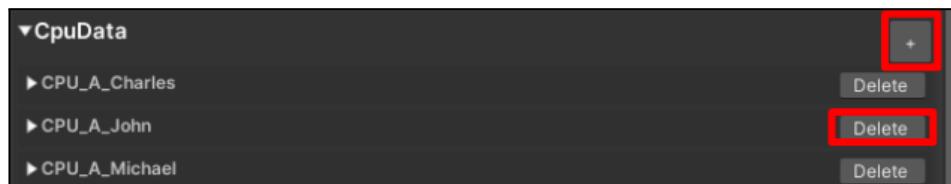
SPADES: 2,3,4,5,6,7,8,9,10, J,Q,K,A

HEARTS: 2,3,4,5,6,7,8,9,10, J,Q,K,A

CLUBS: 2,3,4,5,6,7,8,9,10, J,Q,K,A

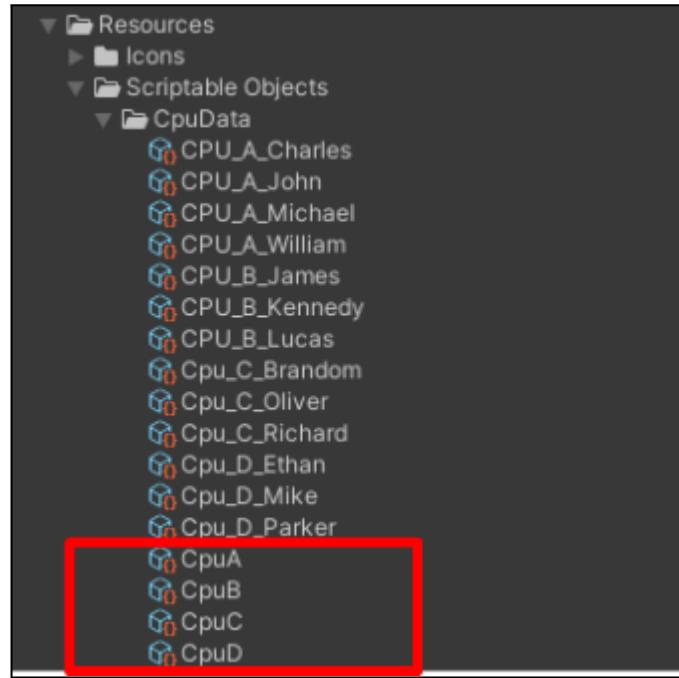
CpuData

In this group, you will find the main settings related to CPUs. Additionally, it is possible to add or delete a CPU directly from the editor. This template already has 17 configured CPUs. This template has only 1 CPU algorithm that is based on randomization of probabilities, in which we create multiple CPUs based on the percentage range to perform an action. Despite being a simple AI, it already provides a good game flow.

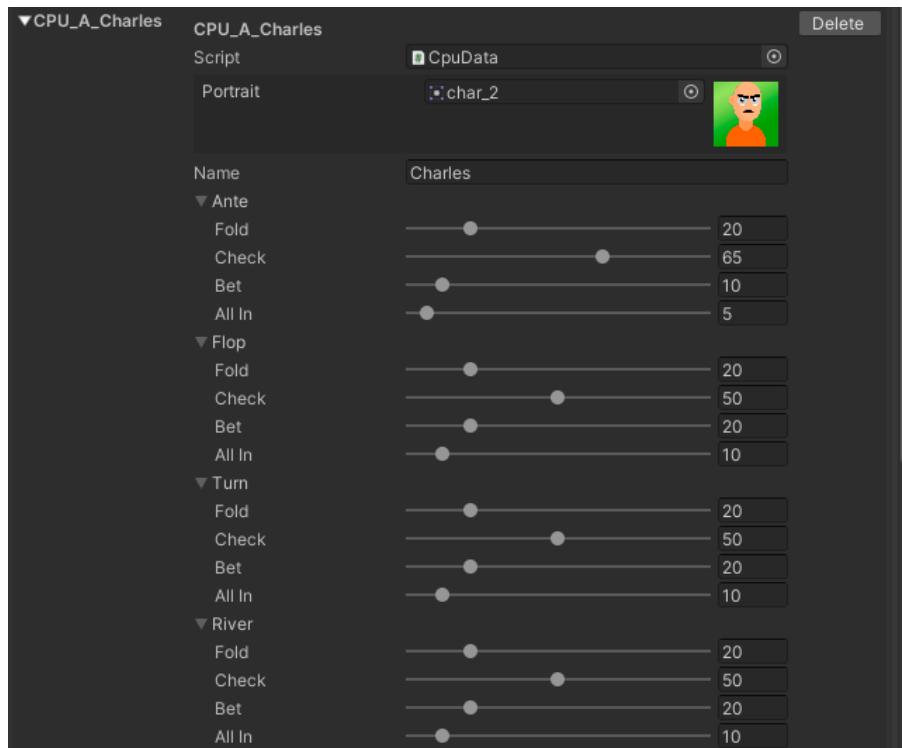


Note¹ Keep at least 8 CPUs to avoid errors.

In the *Resources/Scriptable Objects/CpuData* folder, there are 4 CPUs that were used as a base to create new CPUs with different names and portraits. The existing CPUs in the template already provide a good game flow, most of the time there is no need to configure new ones.

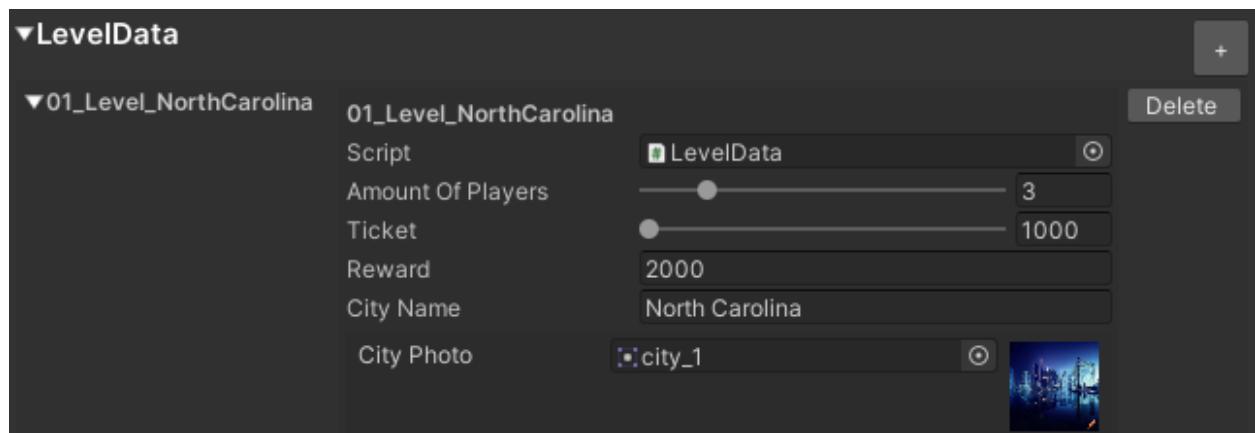


When editing a CPU, you can change the portrait and also the displayed name. But most importantly, you can change the probability percentages of the CPUs' actions in each round turn of poker, it is important to always keep it on a scale that reaches 100%, that is, if Fold is 20%, you should distribute the remaining 80% to the other actions (Check, Bet, and All In).



LevelData

In this group, you will find the main settings of the game's levels. Additionally, it is possible to add or delete a level directly from the editor. In this template, we treat each level as cities, you can change information such as city name, city photo, number of players, amount paid to play, and the amount to receive if the user wins the match.

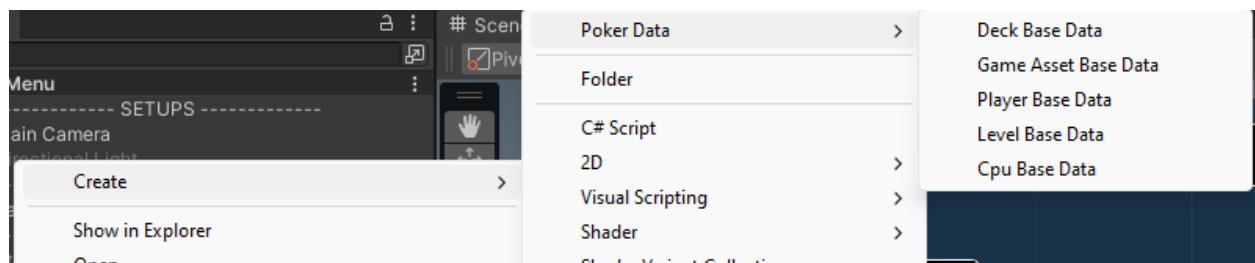


After creating a level, it will automatically be displayed in the Menu scene to be selected.



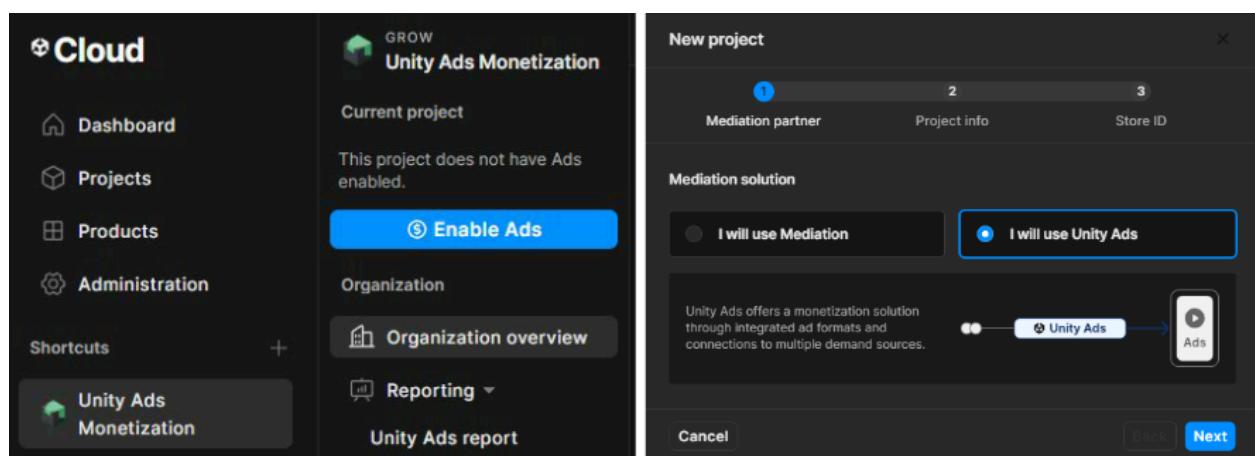
Complements

Although you can make the necessary changes through the Poker Editor, you can create each data (Scriptable Object) individually as shown in the image below. This way, you are not limited to the editor, being able to create your own menu scenes and other configurations.

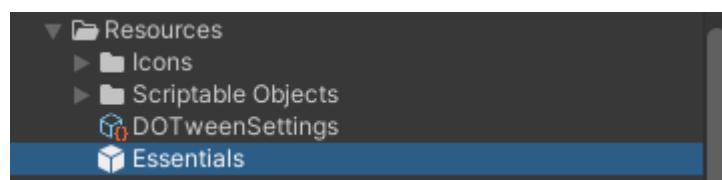


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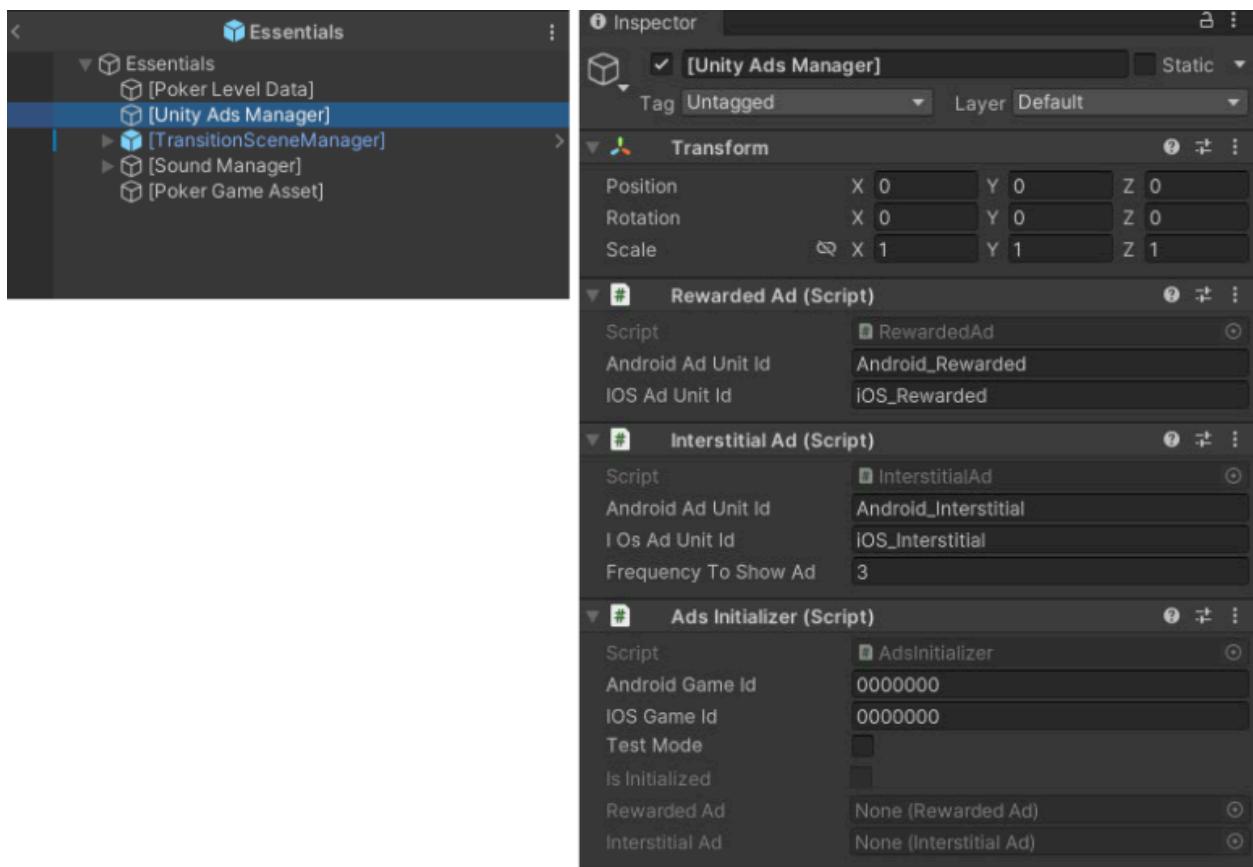
This template has integration with Unity Ads, to work it is necessary to activate the service in your dashboard and link it to this project.



Once configured, just access the Essentials prefab, located in the Resources/Essentials.prefab folder.

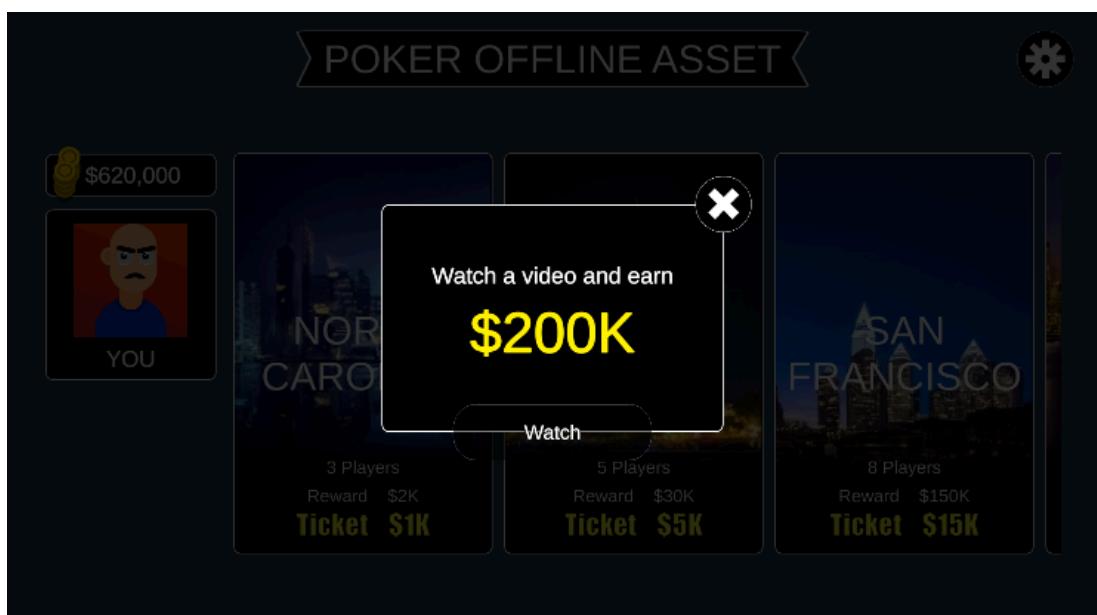


Inside the prefab, you will find several essential game objects for the template to work. In this case, you will select the **Unity Ads Manager** to configure the IDs for android and iOS in the **Ads Initializer** component.



Note¹ If you encounter the *INVALID_ARGUMENT* error - *Placement Android_Rewarded does not exist for gameId*, check your Unit IDs in the Monetization of your Unity Cloud.

This template implements Rewarded Ad and Interstitial Ad. The Rewarded Ad is triggered in the AdsUI interface, where you can watch a video to earn coins, the values to be earned can be modified in the **RewardManager** script. The Interstitial Ad is triggered when selecting a level, being displayed at frequencies of every 3 levels, which can be configured in the component.



COMPLEMENTS

For more information on scripts, access the online documentation:

<https://simple-poker-template.gitbook.io/documentation/>