

# Texas Hold'Em Poker

Unity Asset Store Project



Version 2.1.0

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## Settings Summary

**All packages to install before game is ready to works:**

- 1) Install Photon Cloud Server (Read UserGuideMultiplayer.pdf) don't forget to write **"USE\_PHOTON"** in PLAYER SETTINGS -> SCRIPTING DEFINE SYMBOLS (Press Enter to save it)
- 2) Activate Unity InApp Purchase Service (Read UserGuideInAppAndAdvertising.pdf) don't forget to write **"USE\_UNITY\_IAP"** in PLAYER SETTINGS -> SCRIPTING DEFINE SYMBOLS (Press Enter to save it)
- 3) Activate Unity Advertising Service (Read UserGuideInAppAndAdvertising.pdf) don't forget to write **"USE\_UNITY\_ADV"** in PLAYER SETTINGS -> SCRIPTING DEFINE SYMBOLS (Press Enter to save it)
- 4) Install Facebook SDK (Read "FACEBOOK LOGIN SETTINGS" chapter above) don't forget to write **"USE\_FACEBOOK"** in PLAYER SETTINGS -> SCRIPTING DEFINE SYMBOLS (Press Enter to save it)
- 5) Set up your web hosted server for LOGIN PLAYER REGISTRATION, read chapter above

**GAME IS READY TO WORKS USING OUR DEMO SETTINGS USING**

- OUR PHOTON SERVER APP-ID
- OUR FACEBOOK APP-ID
- OUR WEB HOSTED SETTINGS

**Is just for testing you must create yours ASAP**

**About a Unity Advertising Service & Unity InApp Purchase Service , as are organisations related services, you must set yours**

## Issue Possibility

### FACEBOOK

Facebook SDK, On Android platform build could be possible an error during Android Manifest merging

To solve it add this line:

`"xmlns:tools="http://schemas.android.com/tools"`

in the Facebook generated Manifest

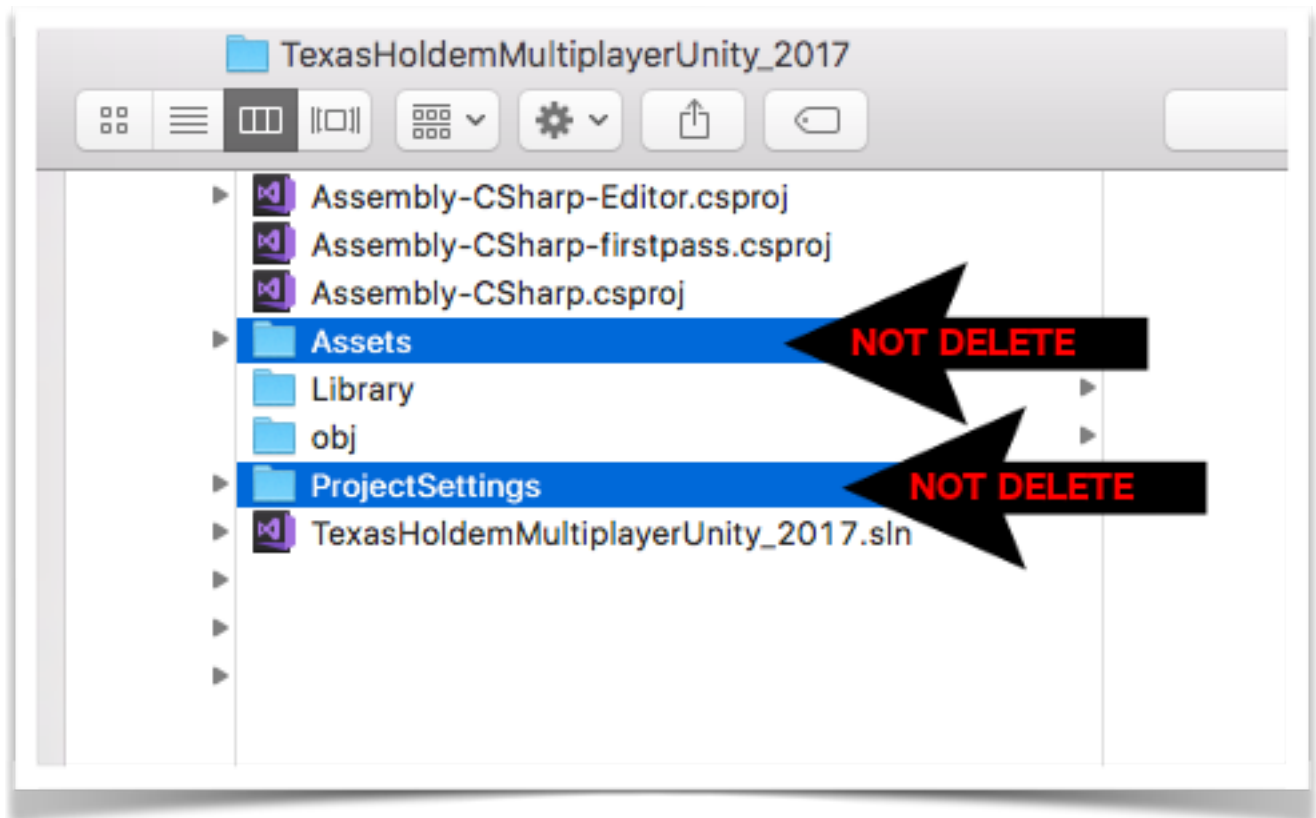
```
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android" xmlns:tools="http://
. schemas.android.com/tools" package="com.unity3d.player" android:installLocation="preferExternal"
. android:versionCode="1" android:versionName="1.0">
```

**FACEBOOK SDK has problems on Unity 2017 at this moment, but you can try to use it.**

**<THE ASSOCIATED SCRIPT CANNOT BE LOADED PLEASE FIX ALL COMPILE ERRORS>**

Some times after imported Photon SDK and set "USE\_PHOTON" in scripting define symbols, in the multiplayer scenes, some scripts are not loaded, I think is a Unity editor issue, to solve:

Close Unity, then delete all files and folders **except** :<Assets> and <ProjectSettings> in the folder project root

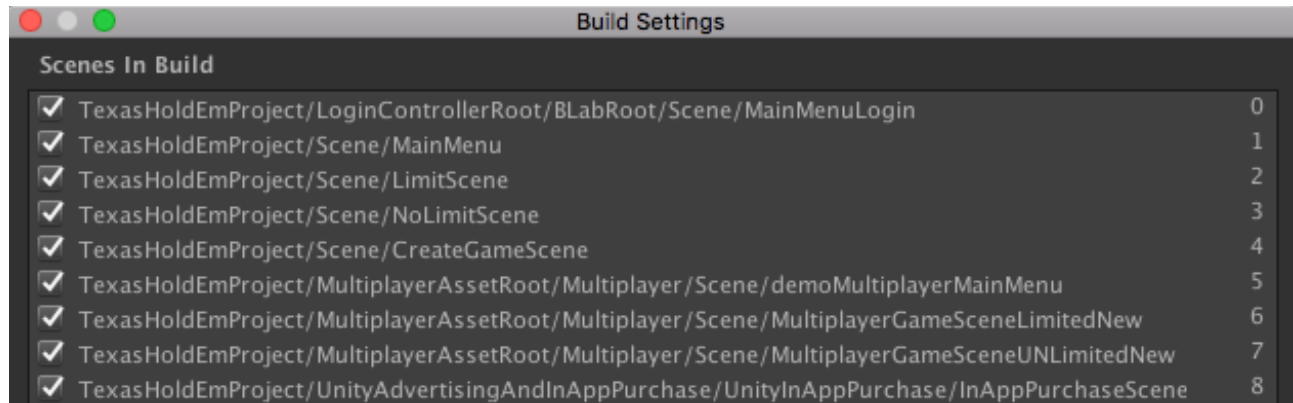


then restart Unity editor.

## Project Structure

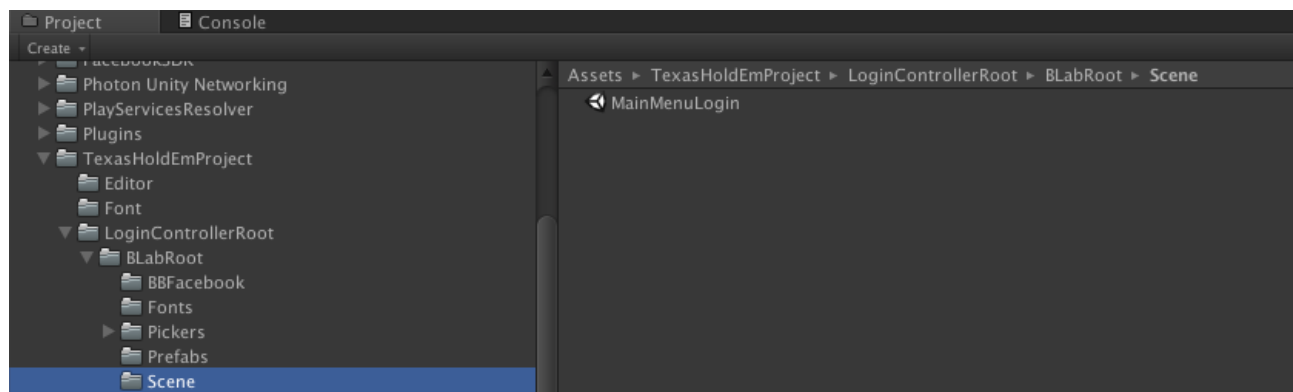
### All Scenes Description

So we have 8 active scenes in build settings:



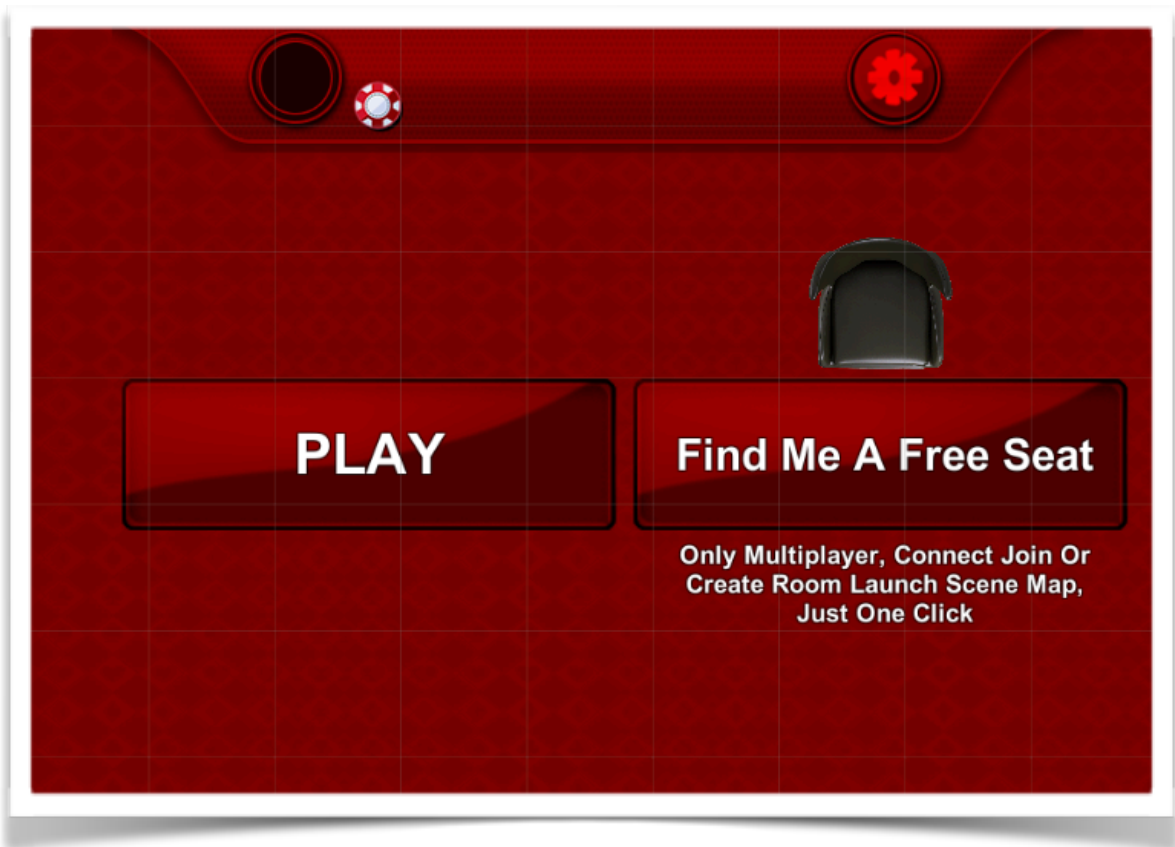
#### MAIN MENU LOGIN

You can find this scene here:



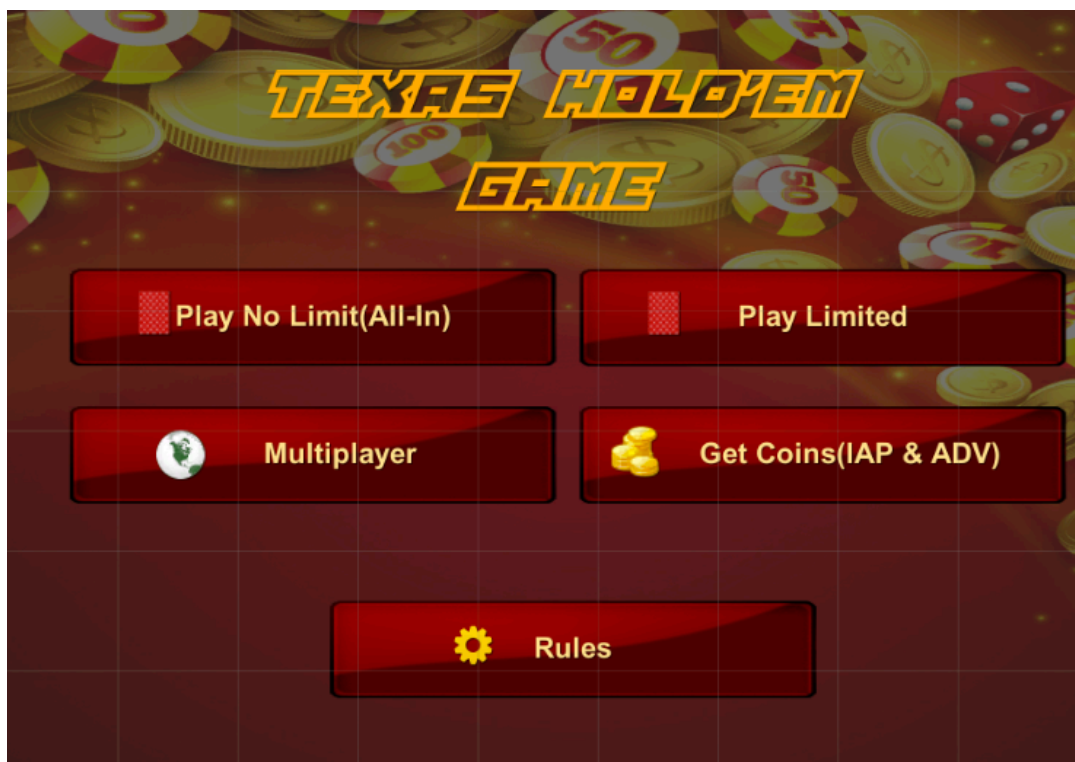
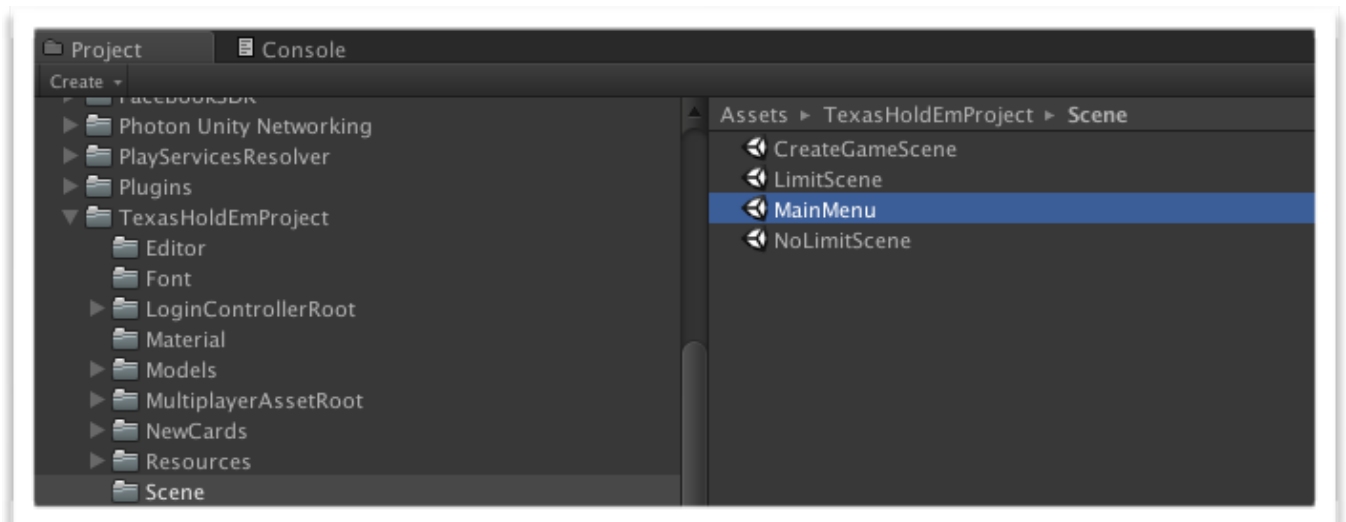
this scene has two canvas:

- Already logged player canvas
- Player login canvas
-



## GAME MAIN SCENE

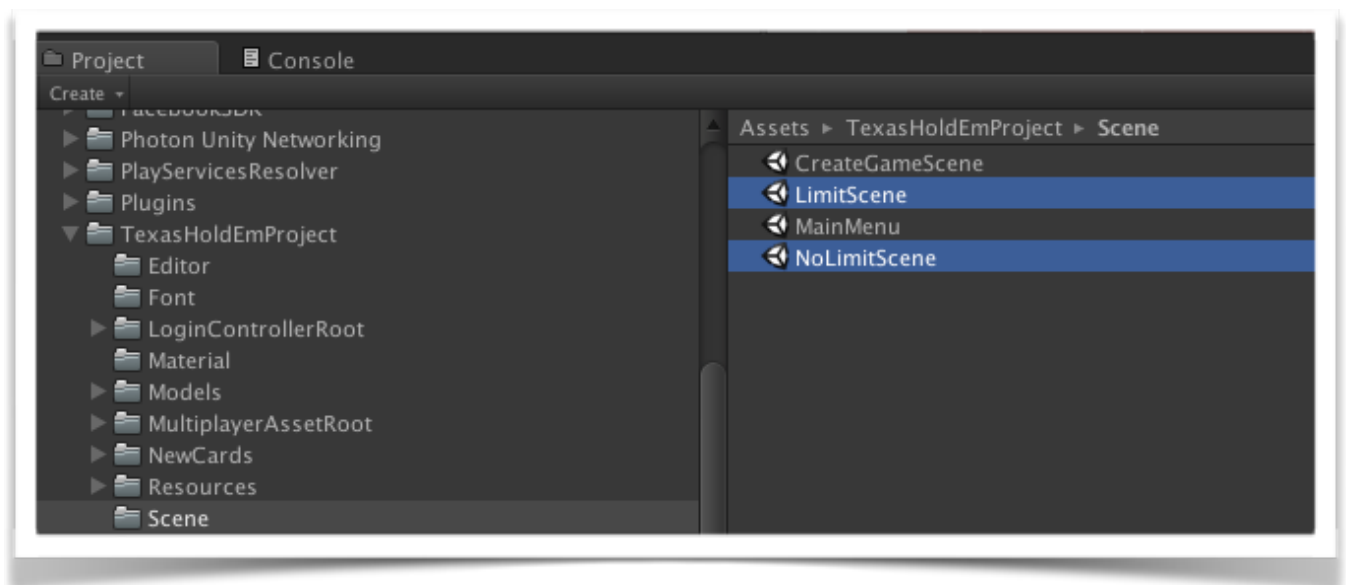
Find this scene here:



here player can access to local games, multiplayer and get coins

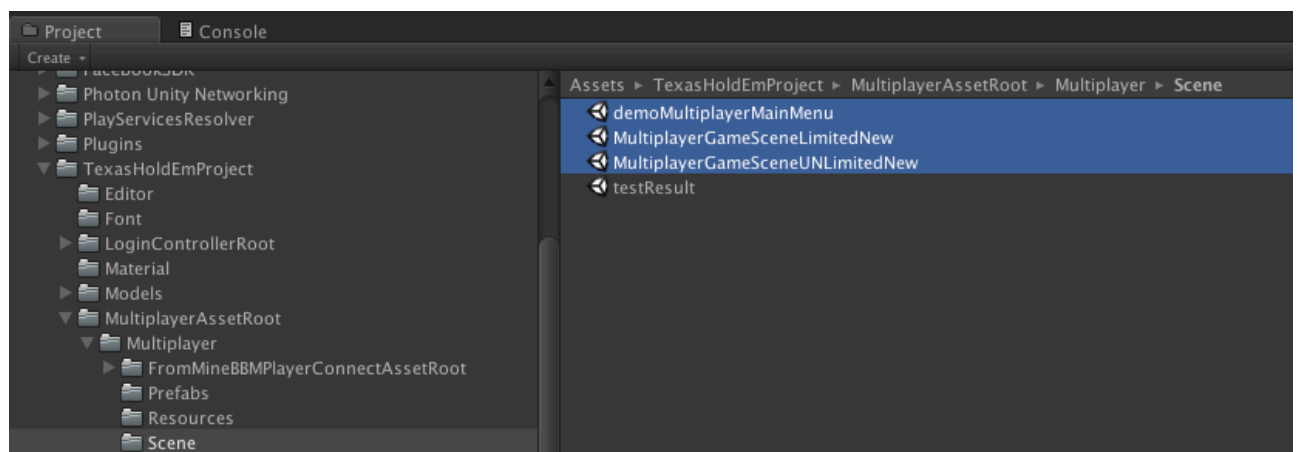
## SINGLE PLAYER SCENE

Are here:



## MULTIPLAYER SCENES

Are here:



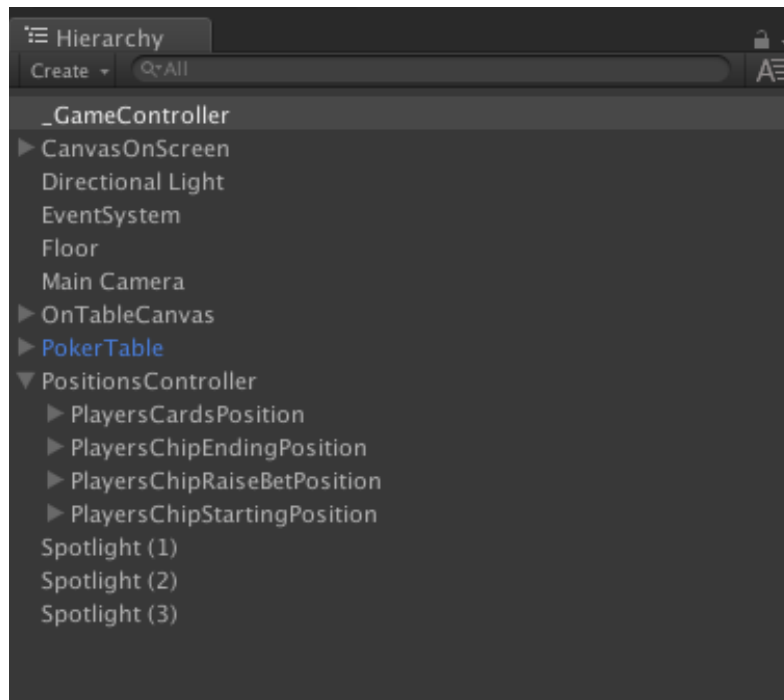


# Limit and NoLimit Scenes

## Scene Components

### GAMECONTROLLER

Is the main component, here you can find all the game control scripts:



### CANVASONSCREEN

Only control end game buttons:



## ONTABLECANVAS

All UI on game table:

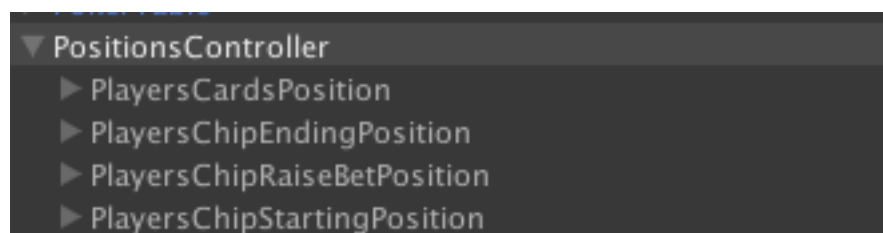


## POKERTABLE

Just the table model and some props.

## POSITIONSCONTROLLER

here you can set moving objects , cards and chips.



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## Applied Texas Hold'Em Rules

### **LIMITED GAME:**

In a game played with a fixed-limit betting structure, a player chooses only whether to bet or not - the amount is fixed by rule.

This is "Four Round" Game 25\$ / 50\$ Limited.

- Small Blind = 25\$
- Big Blind = 50\$

Small And Big Blind Double Each Game Hand

- Round Pre Flop Raises Start at 25\$
- Round Flop Raises Start at 25\$
- Round Turn Raises Start at 50\$
- Round River Raises Start at 50\$

Number of raises during each round are NOT limited.

- Game Stack = 2.000\$

### **ALLIN GAME**

In a game No-limit betting structure, Player can bet all his money(All-In)

Once All-In is called ShowDown start and then the hand ends.

This is "Four Round" Game 25\$ / 50\$ NO Limited.

- Small Blind = 25\$
- Big Blind = 50\$

Small And Big Blind Double Each Game Hand

- Round Pre Flop Raises Start at 25\$
- Round Flop Raises Start at 25\$
- Round Turn Raises Start at 50\$
- Round River Raises Start at 50\$

Number of raises during each round are NOT limited.

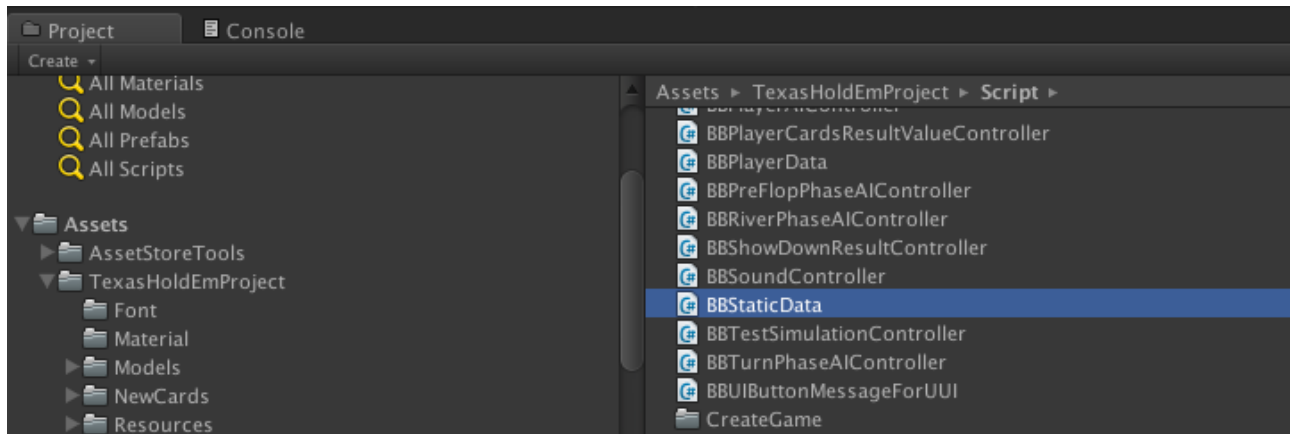
- Game Stack = 2.000\$

## How To List

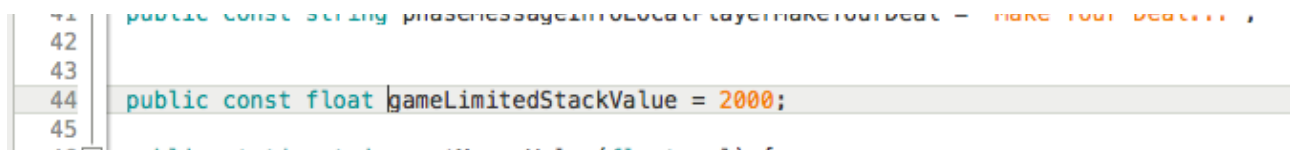
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### Set Players Stack Money Value

- 1) Open “BBStaticData” file



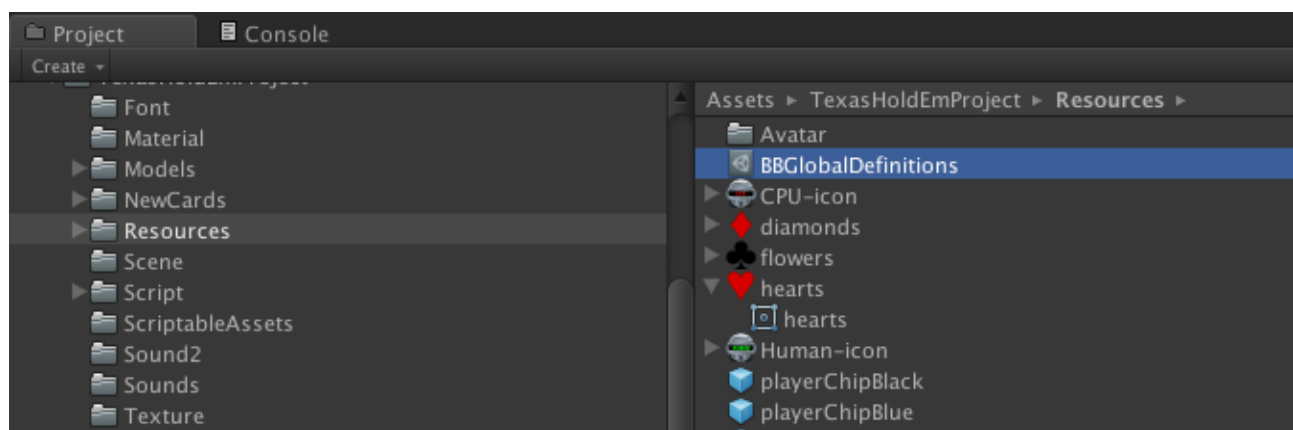
- 2) Change “gameLimitedStackValue” default is 2.000



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### Change Players Names

- 1) Select “BBGlobalDefinitions” scriptable asset file



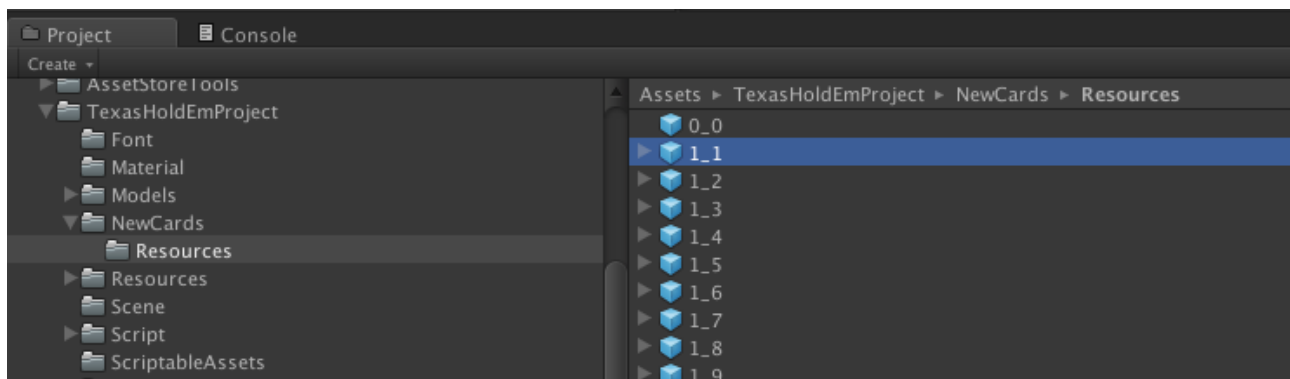
2) Set new names:

▼ Players Name	
Size	10
Element 0	BrunoB
Element 1	Barbara
Element 2	Norberto
Element 3	Albert
Element 4	JJ
Element 5	Steve
Element 6	Antoine
Element 7	Patric
Element 8	Daniel
Element 9	Nicolas

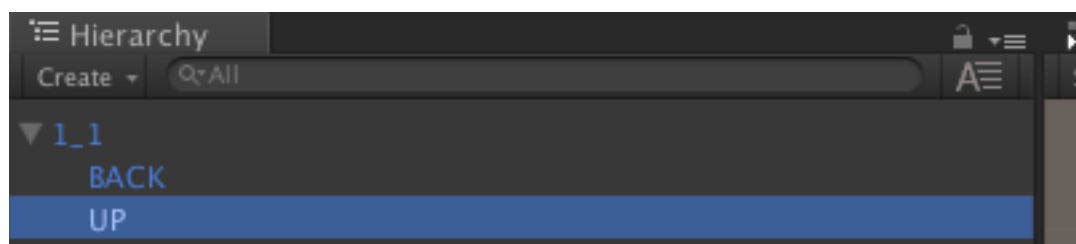
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## Change Cards Graphics

1) Cards prefabs are here:



2) Change texture





Inspector    Lighting    Navigation    Occlusion    Services

☒ 1\_1    ☐ Static

Tag: Untagged    Layer: Default

Prefab    Select    Revert    Apply

**Transform**

Position	X	-11.202	Y	0	Z	1.794121
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

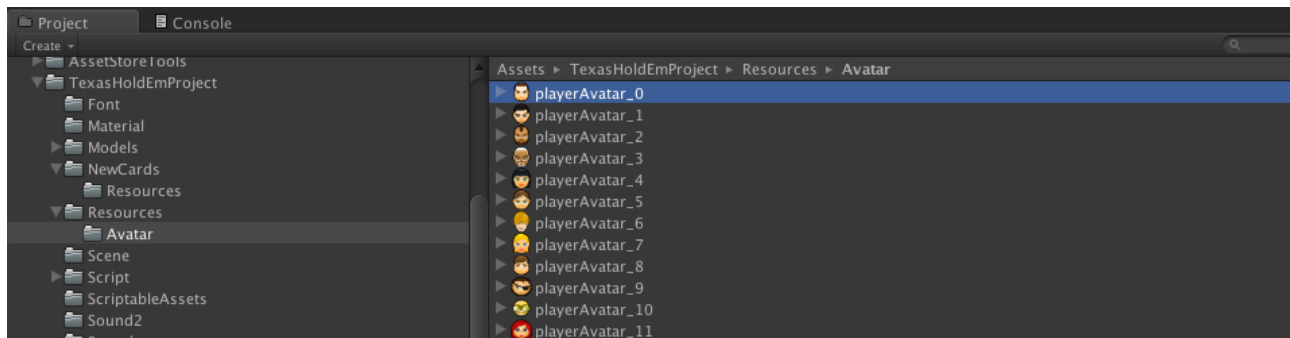
**BB Card (Script)**

Script	BBCard
Betting Pos ID	0
Card Value	0
Card Value Texture	1_f

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## Change Players Avatar Image

1) Find avatar images:



?\_0 is Player avatar then clockwise until \_10.

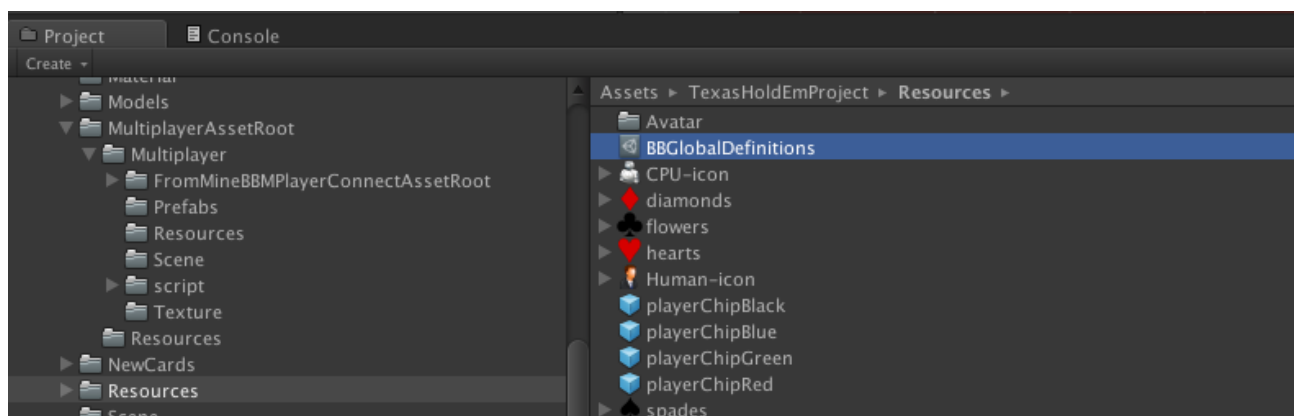
Don't change the name just the extension after underscore “

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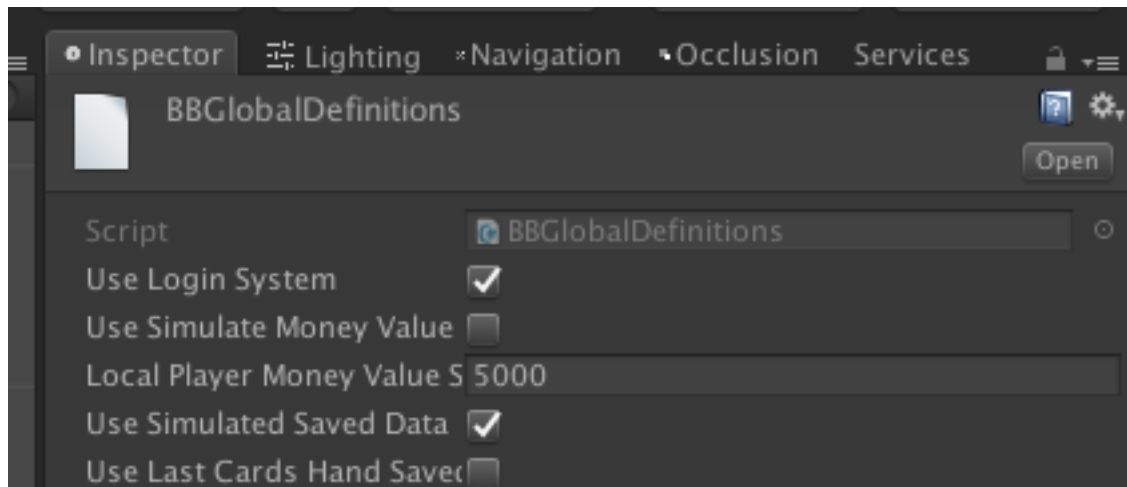
## Don't Use New Login System

If for some reason you don't want use the new login system, let's see how disable:

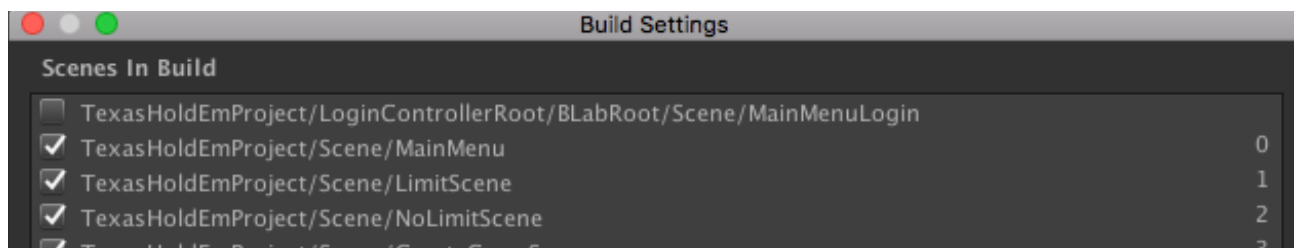
1) Select “BBGlobalDefinitions” scriptable asset:



then uncheck “Use Login System”



uncheck also first scene in build settings





## LOGIN SYSTEM (NEW)

Login system is all you need to control players game accessing in single player and multiplayer games.

- Guest login
- Registered login
- Facebook login

### Gest Login

Quick and fast access, player choose his image and nick name, no others requests

### Registered login

Player can choose his image from photo album or get a shot from device camera requests:

- Nick name(must be unique)
- Email

### Facebook login

Faster & simplest(Android & IOS)

## FACEBOOK LOGIN SETTINGS

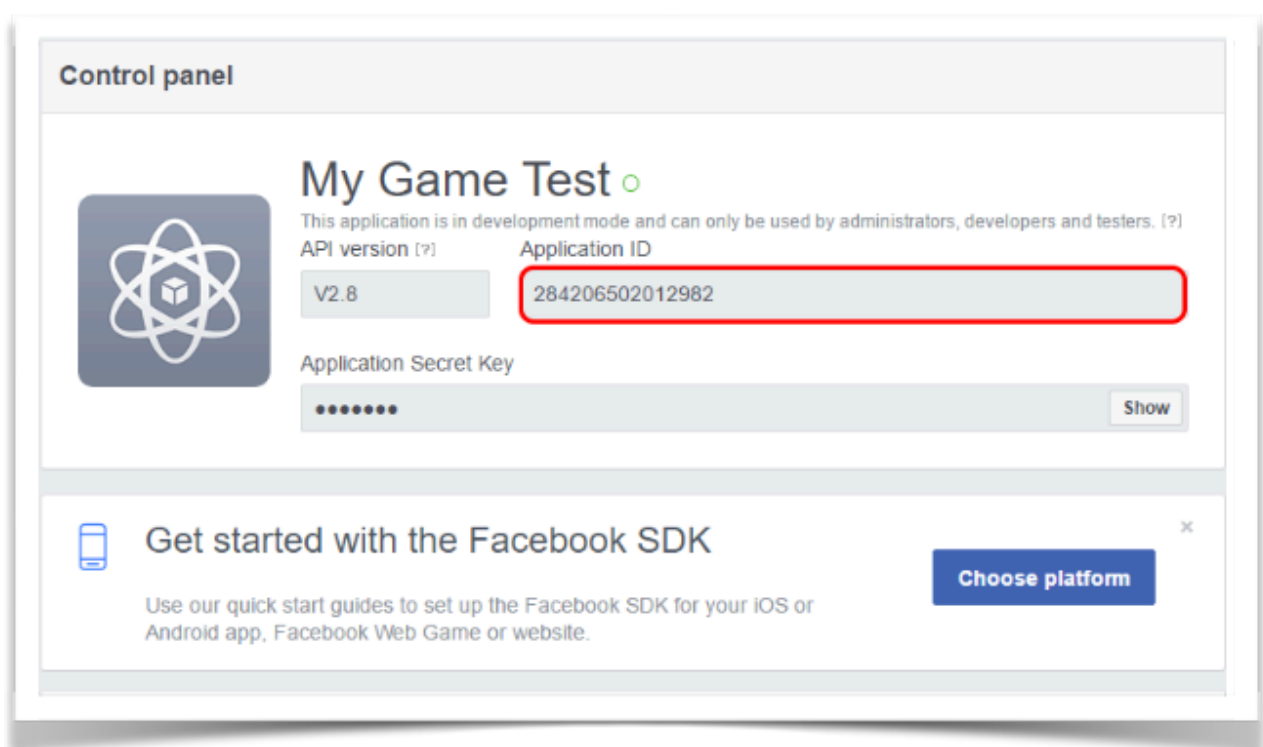
\*\*\* FACEBOOK(NOT SUPPORTED ON UNITY 2017)\*\*\* YET...

To set FB login first you need to install SDK:

<https://developers.facebook.com/docs/unity/>

then create a new game in the FB developer control panel

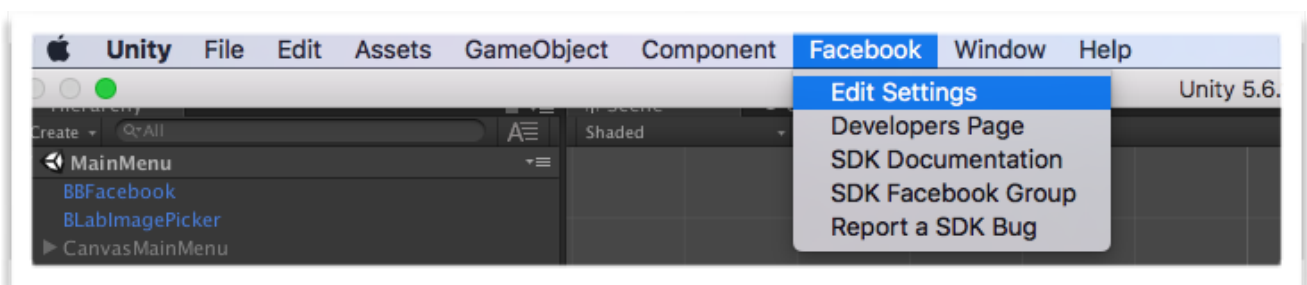
<https://developers.facebook.com>



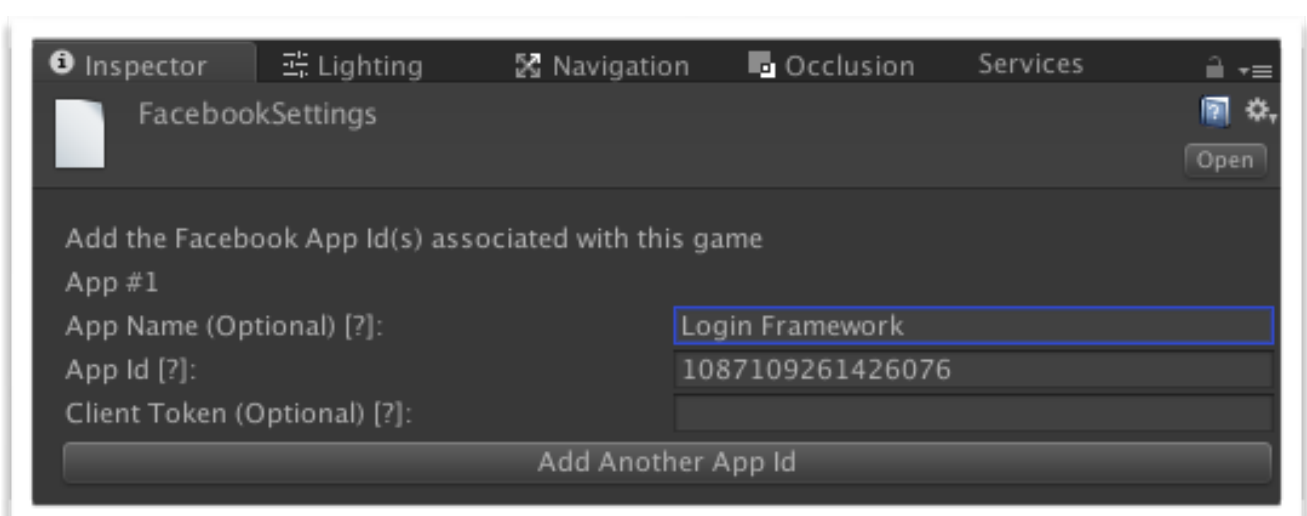
as we support FB login for Android & IOS platform add Android & IOS platform:



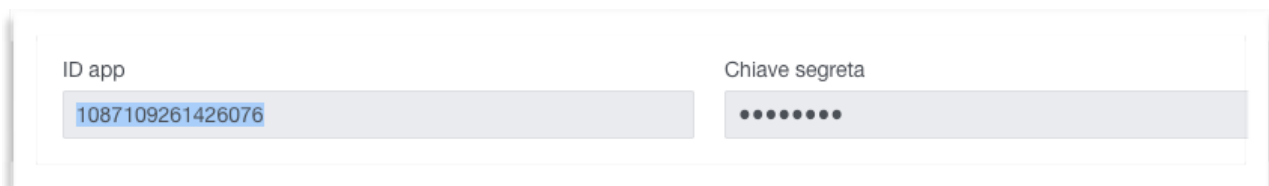
After installed you will find FB menu:



open "Edit Settings":

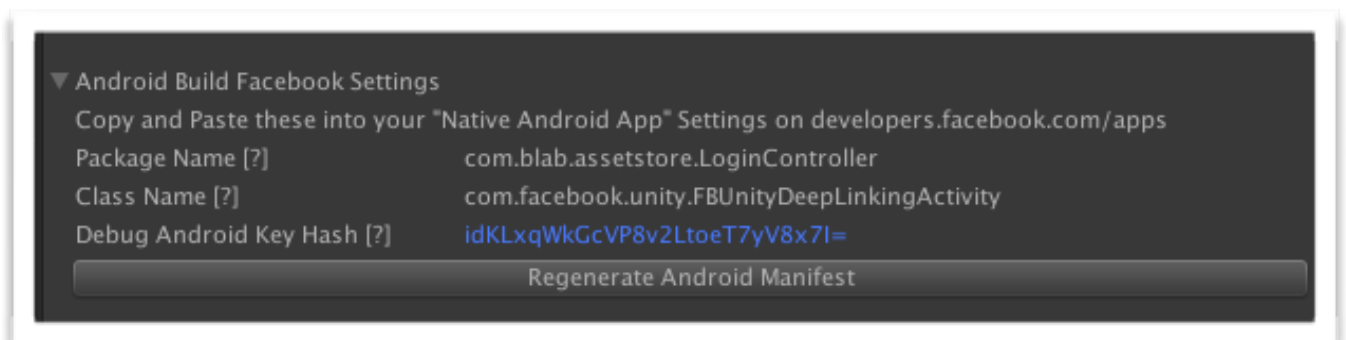


insert App Id obtained from the FB site



A screenshot of the Facebook Developer console. It shows two input fields: 'ID app' with the value '1087109261426076' and 'Chiave segreta' with a masked value represented by eight dots.

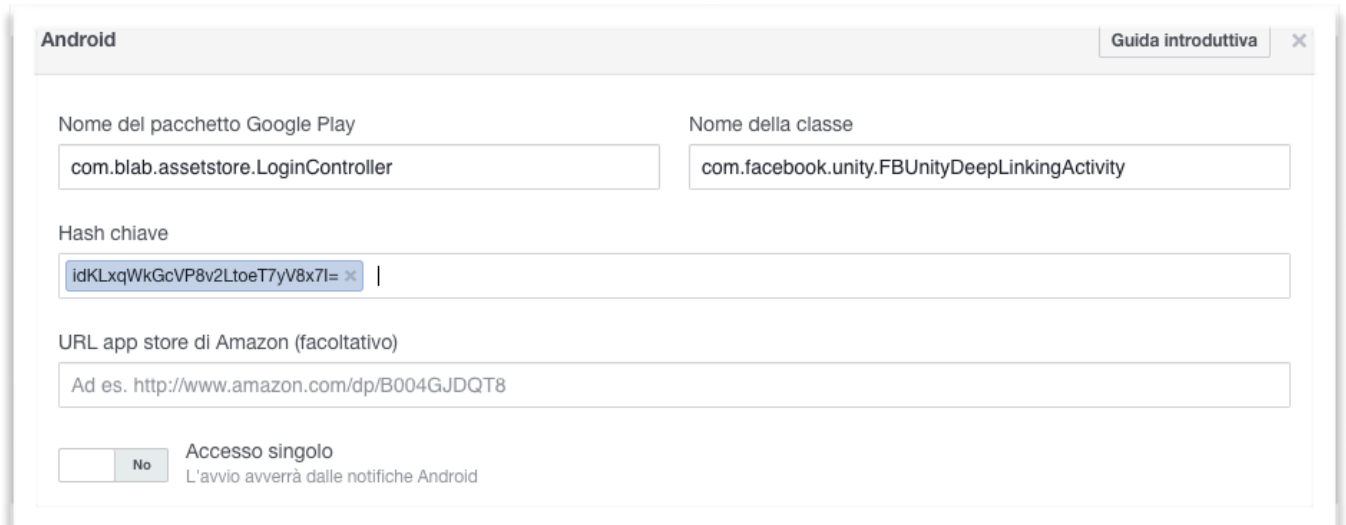
switch project settings to ANDROID then copy data to FB console site



A screenshot of the 'Android Build Facebook Settings' dialog in Android Studio. It contains the following information:

- Package Name [?]: com.blab.assetstore.LoginController
- Class Name [?]: com.facebook.unity.FBUnityDeepLinkingActivity
- Debug Android Key Hash [?]: idKLxqWkGcVP8v2LtoeT7yV8x7I=
- A button labeled 'Regenerate Android Manifest'.

At the top, it says: 'Copy and Paste these into your "Native Android App" Settings on developers.facebook.com/apps'.



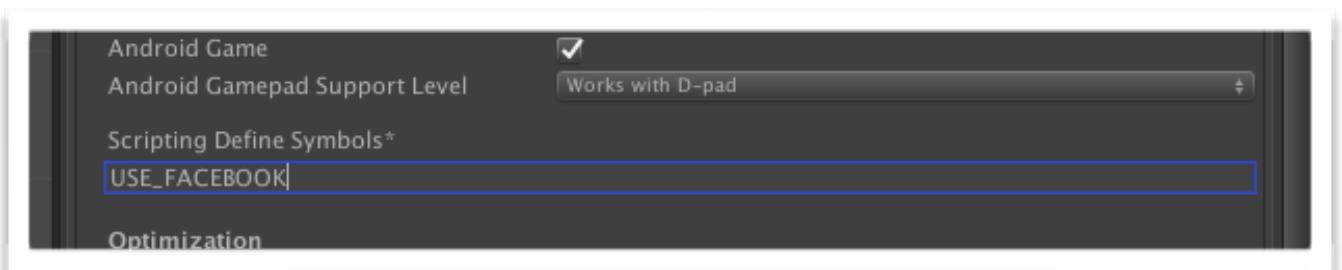
A screenshot of the 'Android' settings tab in Android Studio. It contains the following fields and options:

- 'Nome del pacchetto Google Play': com.blab.assetstore.LoginController
- 'Nome della classe': com.facebook.unity.FBUnityDeepLinkingActivity
- 'Hash chiave': idKLxqWkGcVP8v2LtoeT7yV8x7I=
- 'URL app store di Amazon (facoltativo)': Ad es. http://www.amazon.com/dp/B004GJDQT8
- 'Accesso singolo': A checkbox labeled 'No'.
- Below the checkbox: 'L'avvio avverrà dalle notifiche Android'.

There is a 'Guida introduttiva' button with a close icon in the top right corner.

repeat the same for IOS platform.

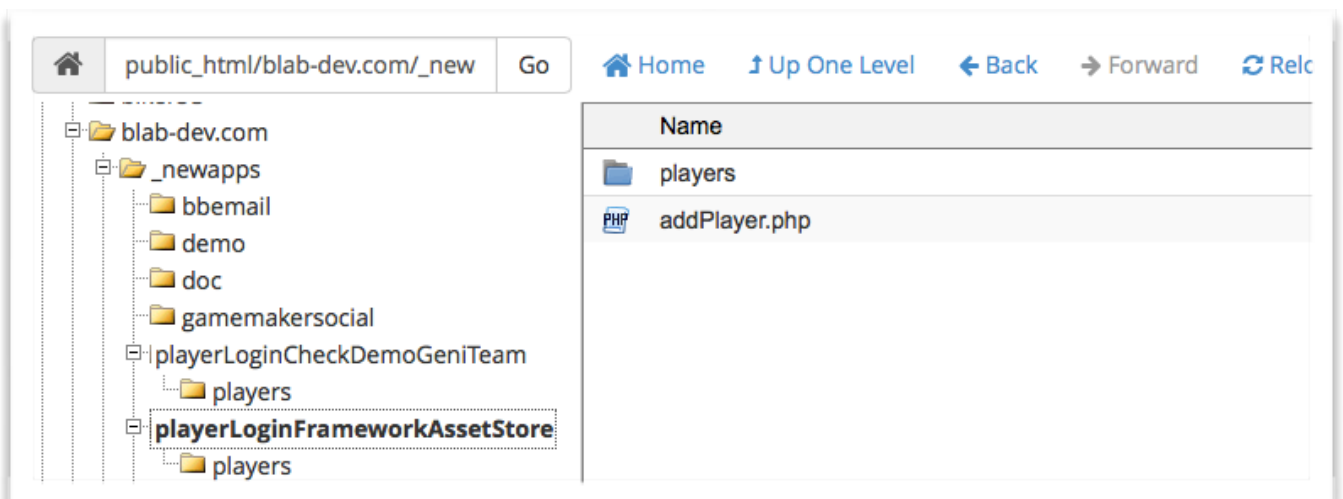
Not to allow use FB login add “USE\_FACEBOOK” to compiler directive field in player settings



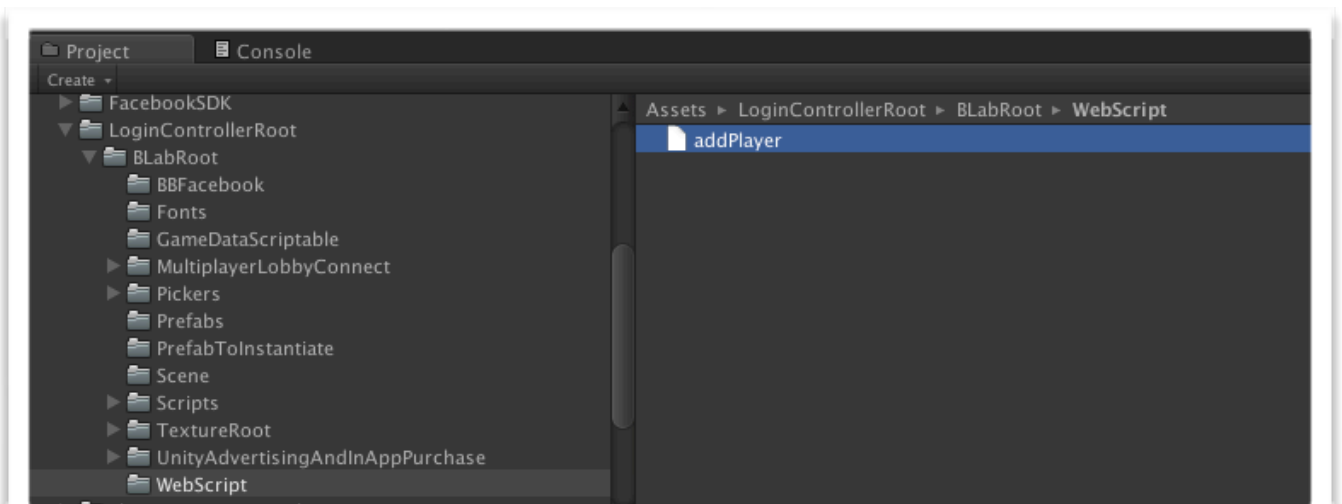
## PLAYER REGISTRATION SETTINGS

In player registration we want be sure a user is unique.

To make it fast and easy, we don't use a data base but simply a web folder to save players data, so in your web-hosted server create a new folder and a sub folder named “players”, like this:



hen copy “addPlayer” php script there, you can find it here:



keep the web path some where you'll need during settings.

That's all

## HOW LOGIN FRAMEWORK WORKS

