Texas Hold'Em Poker

Unity Asset Store Project

Multiplayer Version

THIS USER GUIDE IS ONLY RELATED AT MULTIPLAYER FEATURES, YOU CAN FIND IN THE PROJECT ROOT AN OTHER USER GUIDE WITH GENERAL INFO AND SINGLE PLAYER GAME

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Photon Cloud Multiplayer Server Settings

This template use ExitGames Photon as server, is free up to 20 players, so first, **you must download and set Photon package**.

Download link : https://www.assetstore.unity3d.com/en/#!/content/1786

Photon settings needs AppId, use your or temporarily use our testing AppId:

<31d81980-2252-42d0-9c81-5bcfcc7eb575>

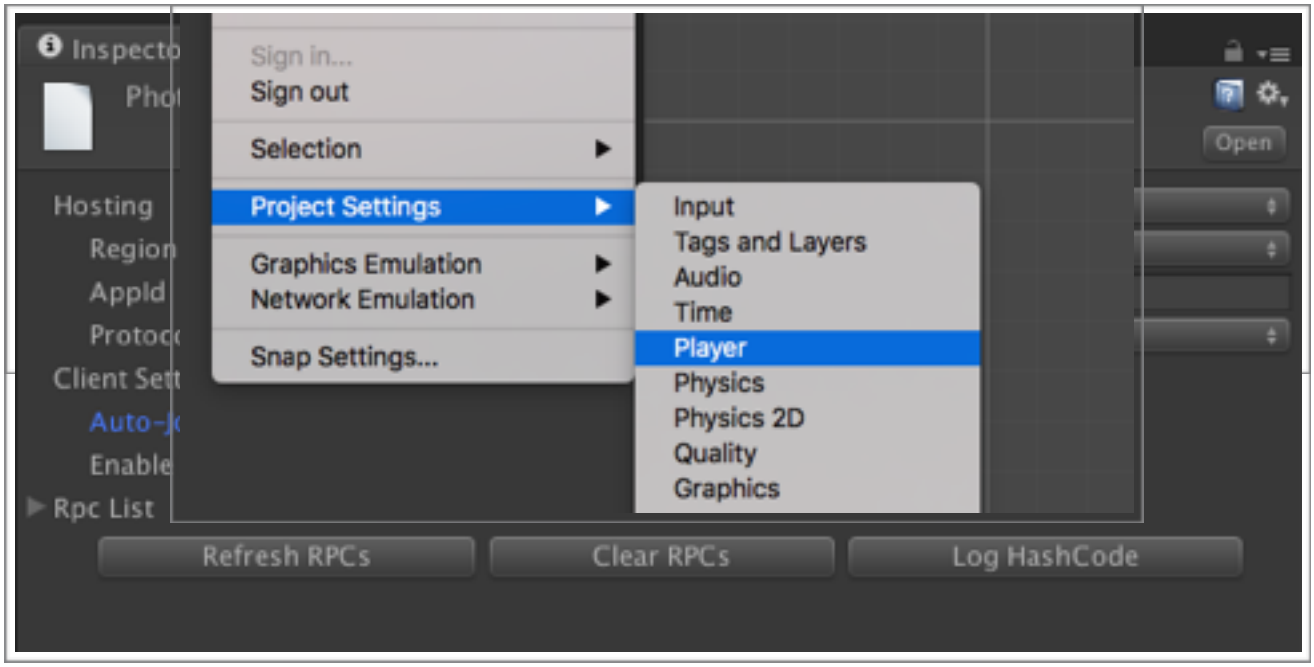
FOLLOW SUCH STEPS

Download Photon package at the end this window will appear:

insert the AppId then <Setup Project>

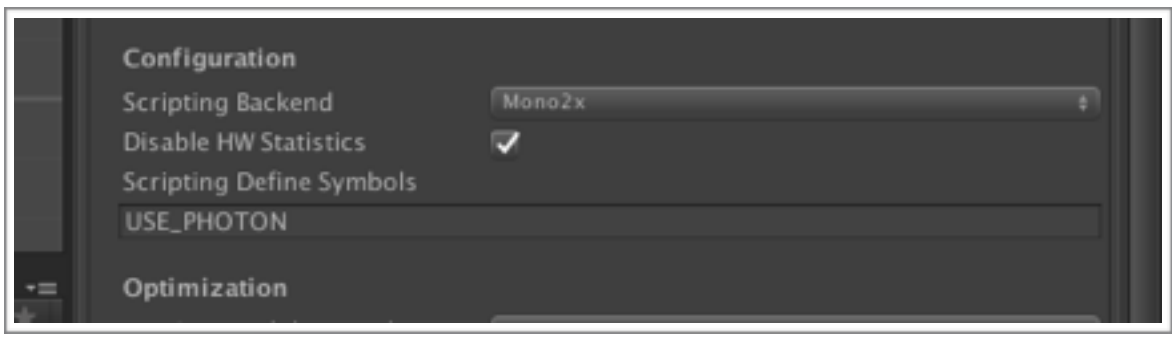
select <PhotonServerSettings> asset and check <Auto-Join Lobby> flag.

Open <Player Settings> Tab.



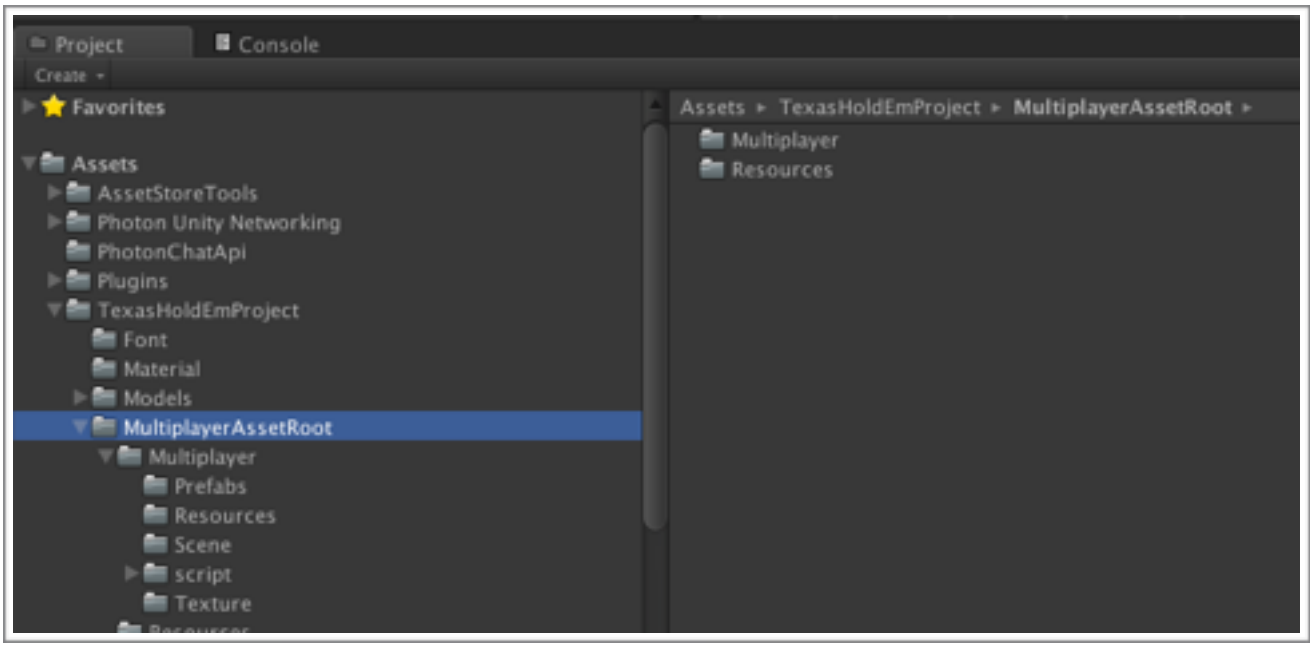
then add “USE_PHOTON” compiler directive in <Scripting Define Symbols>

That’s all, now you can start using multiplayer features.



Project Structure

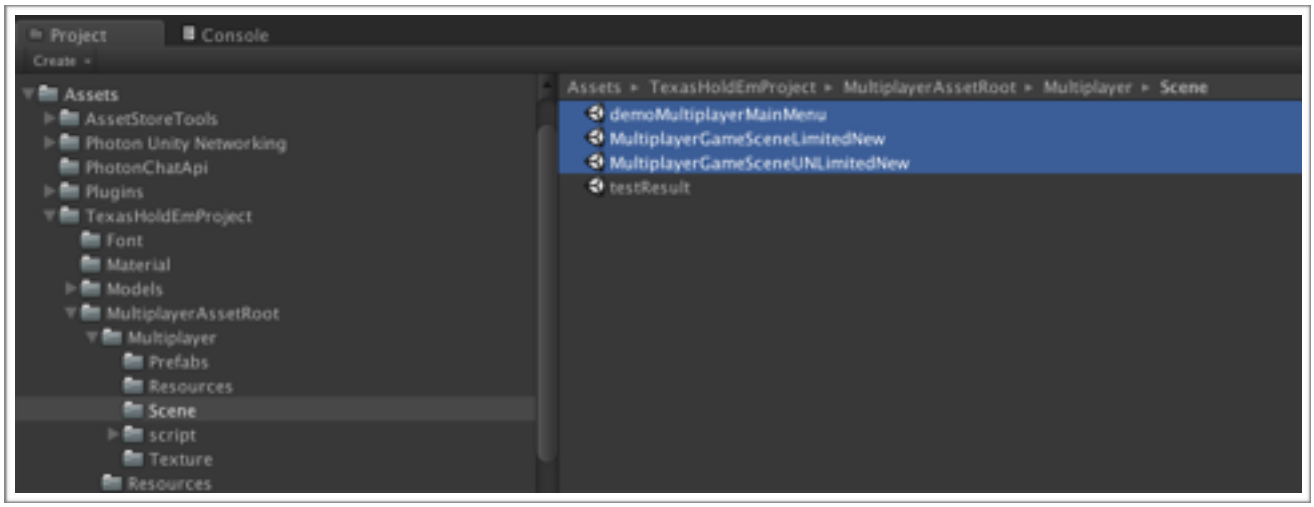
All multiplayer assets are here:



Multiplayer control scripts are independent in game play but use some single player scripts:
<BBMoveingObjectsController>
<BBSoundController>
Also the scene environment is the same.

Multiplayer Scenes

There are 3 ready to play scene:



<demoMultiplayermainMenu> useful to access at server, create rooms etc..

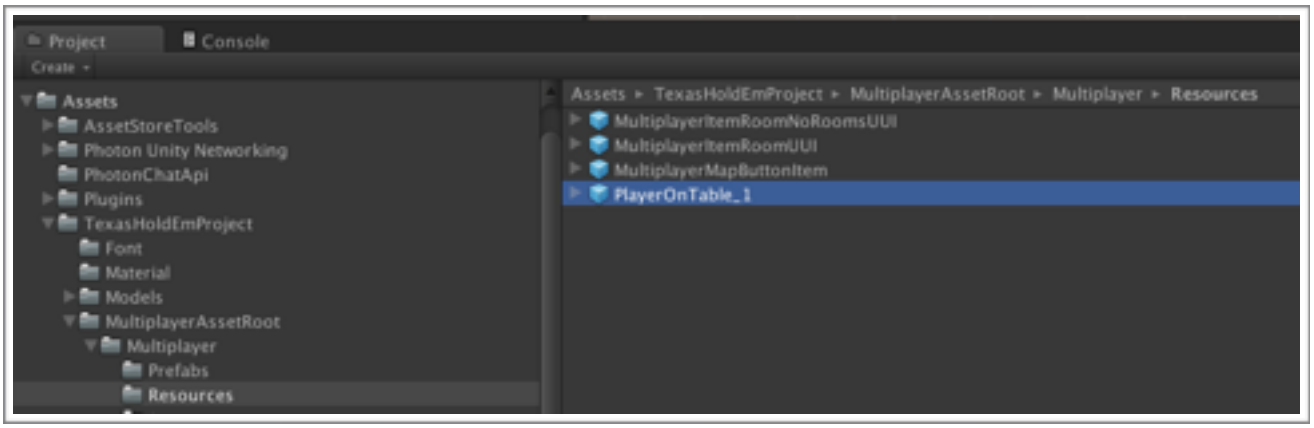
<MultiplayerGameSceneUNLimitedNew> Play game in unlimited mode(All-In)

<MultiplayerGameSceneLimitedNew> Play game in limited mode.

<testResult> We used this scene to test cards results, we leave it could still be useful.

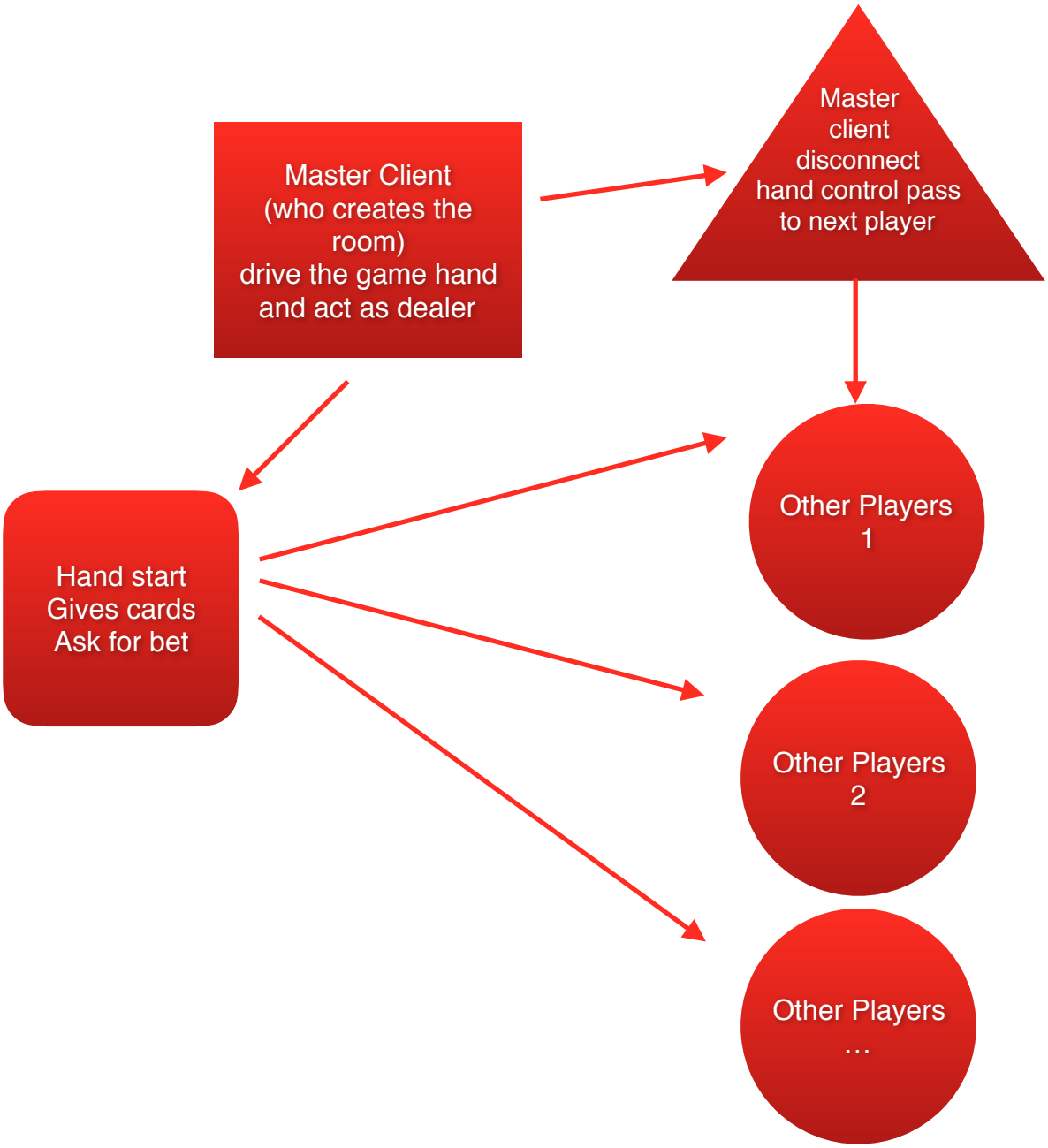
Multiplayer Player Prefab

You can find the player prefab here:



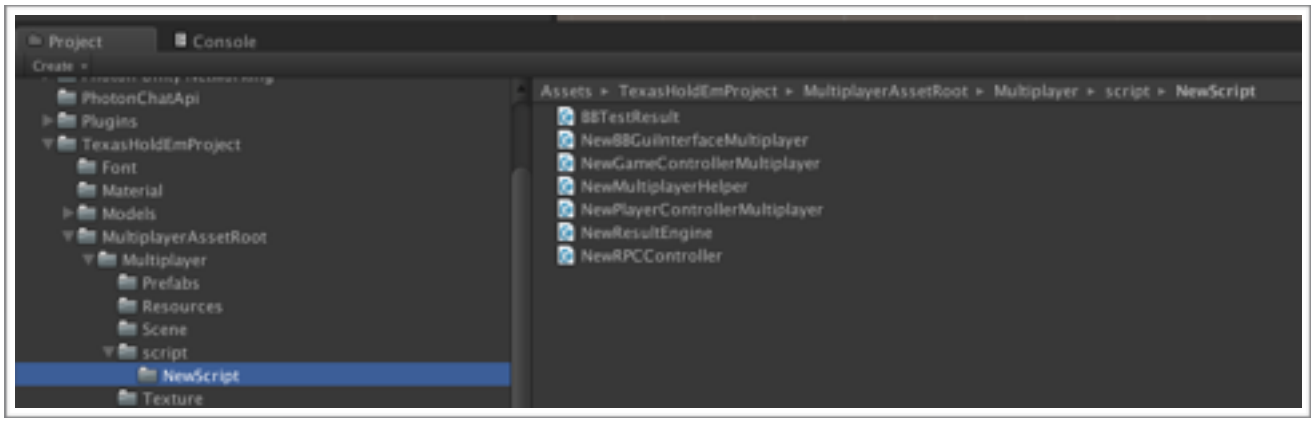
It will be explained later in this doc.

How Multiplayer Game Works



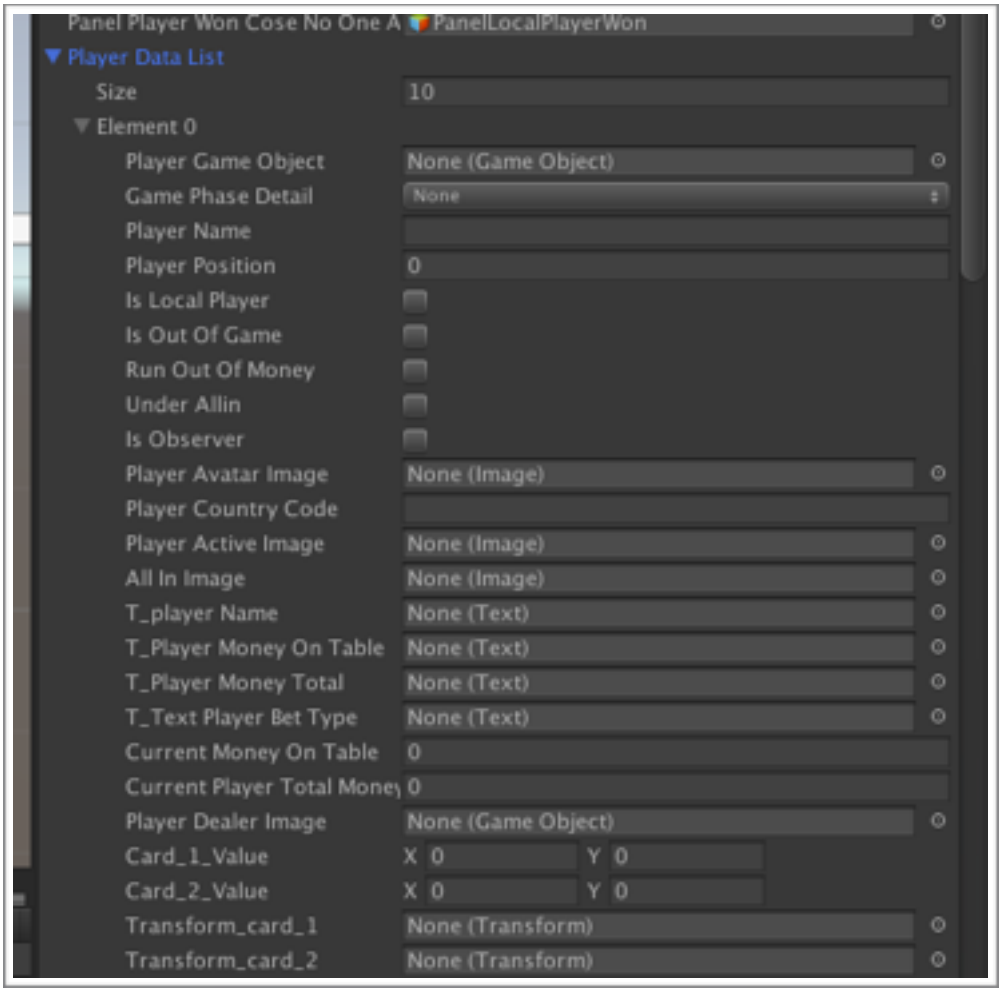
Scripts Description

You can find core scripts here:



<**NewPlayerControllerMultiplayer**> is the main controller.

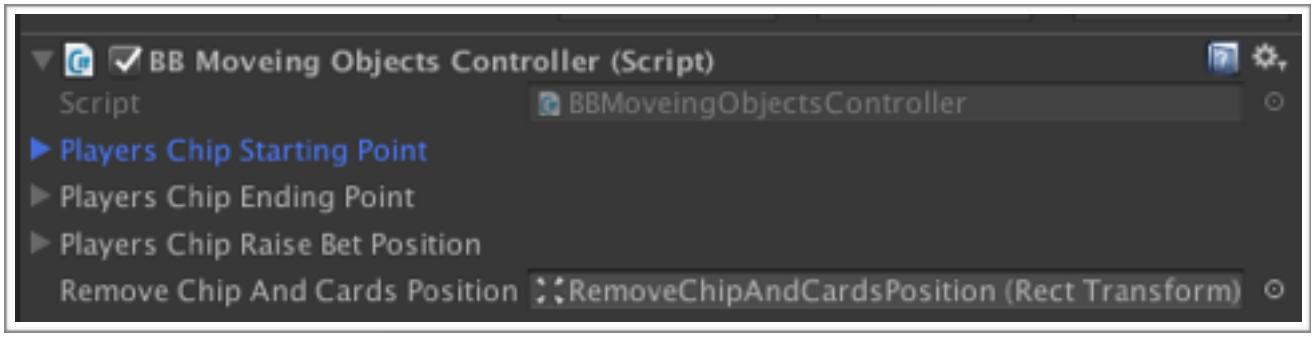
The core component field in it is <Players Data List> is a List of <BBPlayerData>



This list are stored all players informations and It is shared between all players.

<**NewBBGuiInterfaceMultiplayer**> It contains references to the graphical interface.

<**BBMoveingObjectsController**> this script is shared with single player game, control chips and cards movements.

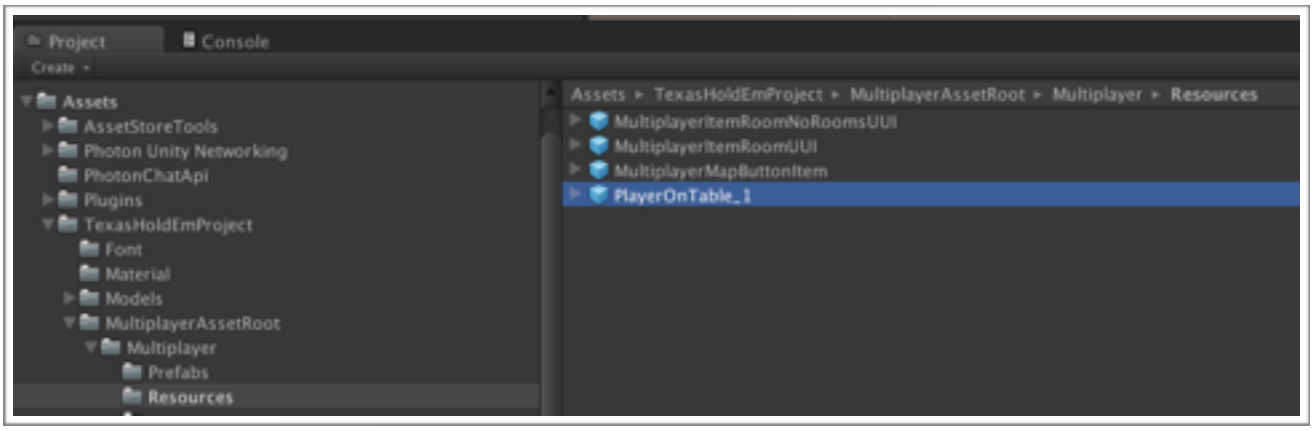


<**NewRPCController**> It contains most of [PunRPC] call

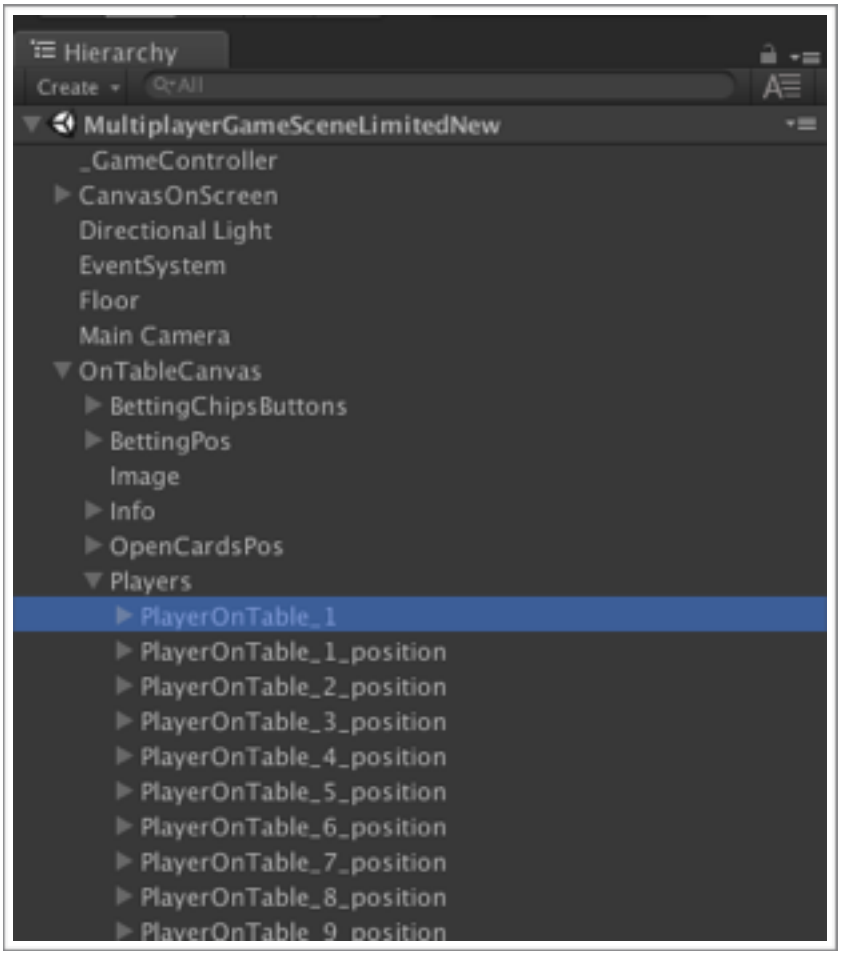
<**NewResultEngine**> when the game hand ends this script check for players points result and show the result table panel to all players.

The Network Player

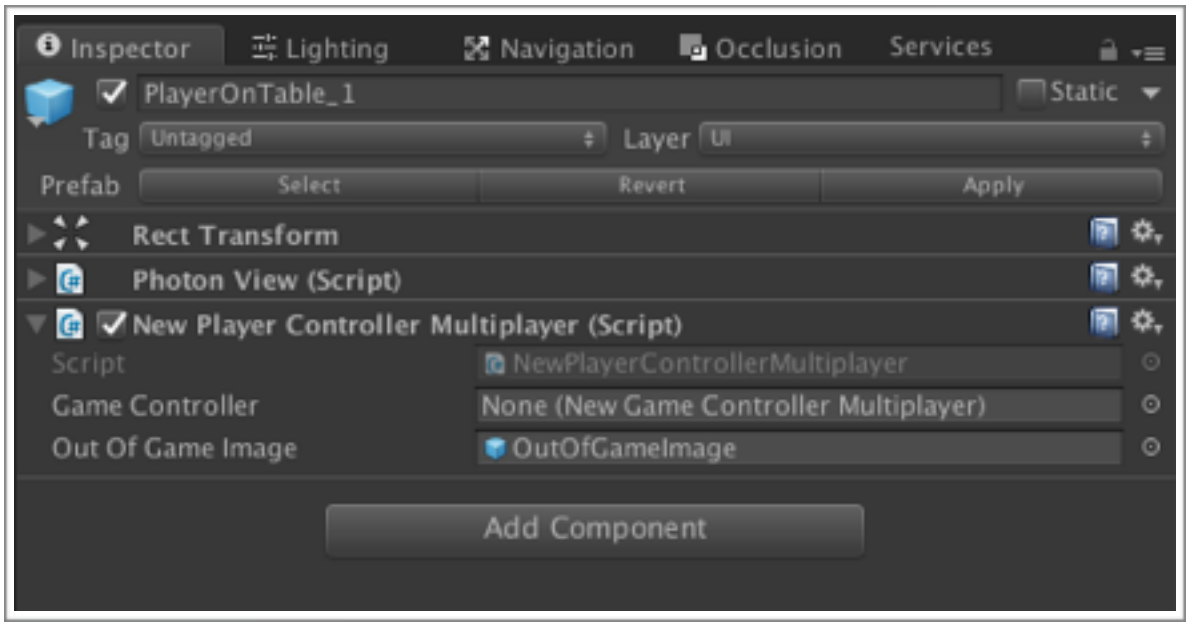
In the project:



In the scene hierarchy:

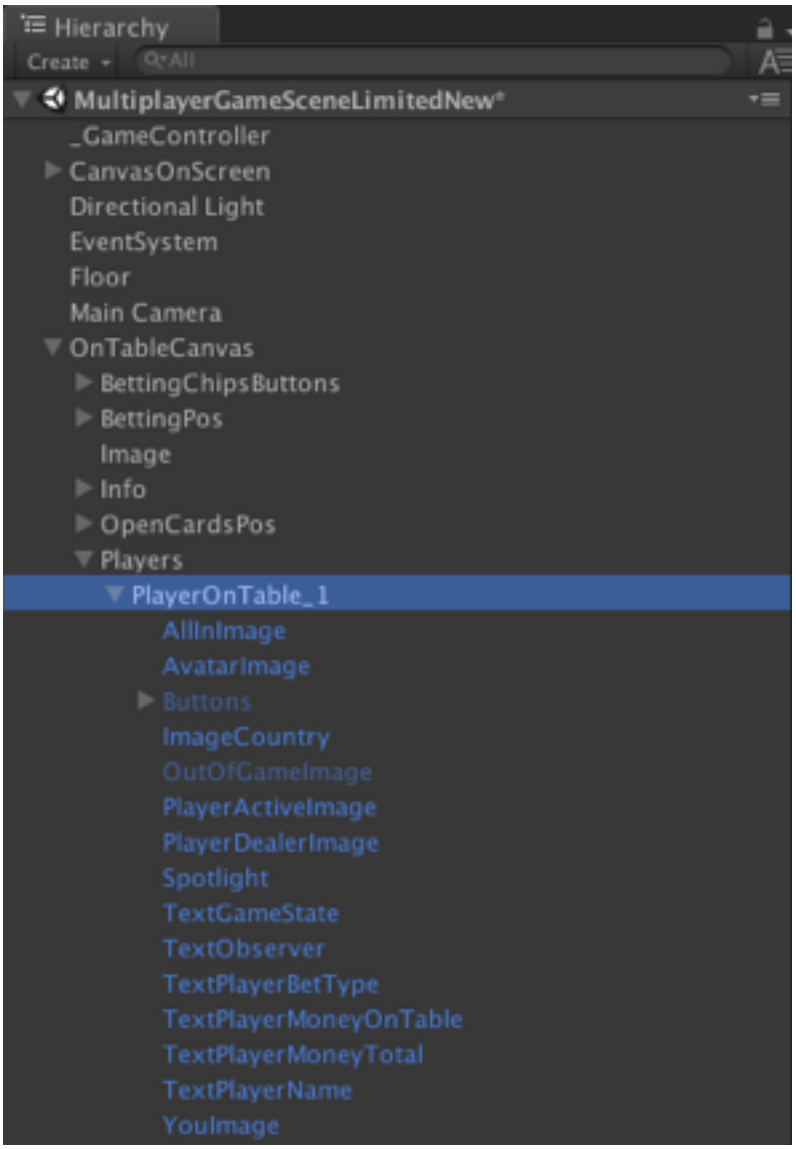


<**NewPlayerControllerMultiplayer**> is the controller script



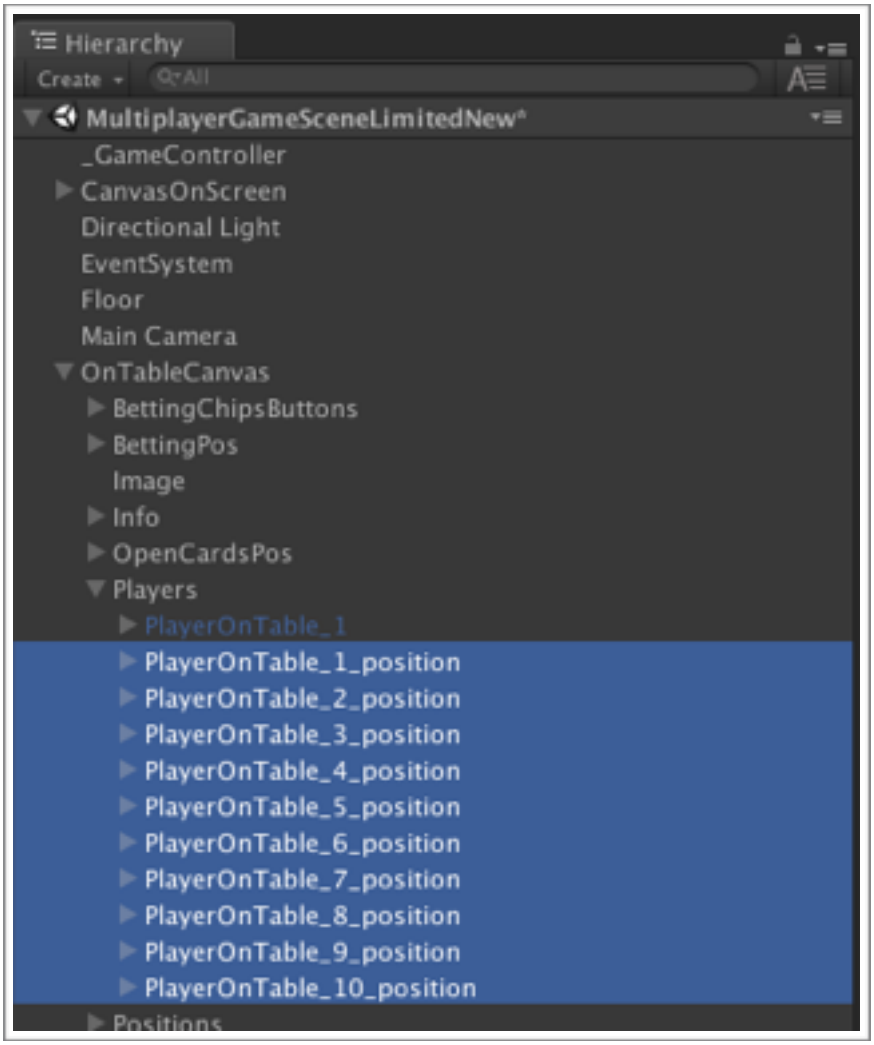
How Modify Network Player Components

To modify player components is very simple, change positions the “Apply” to save the prefab.



Modify Players Positions On Table

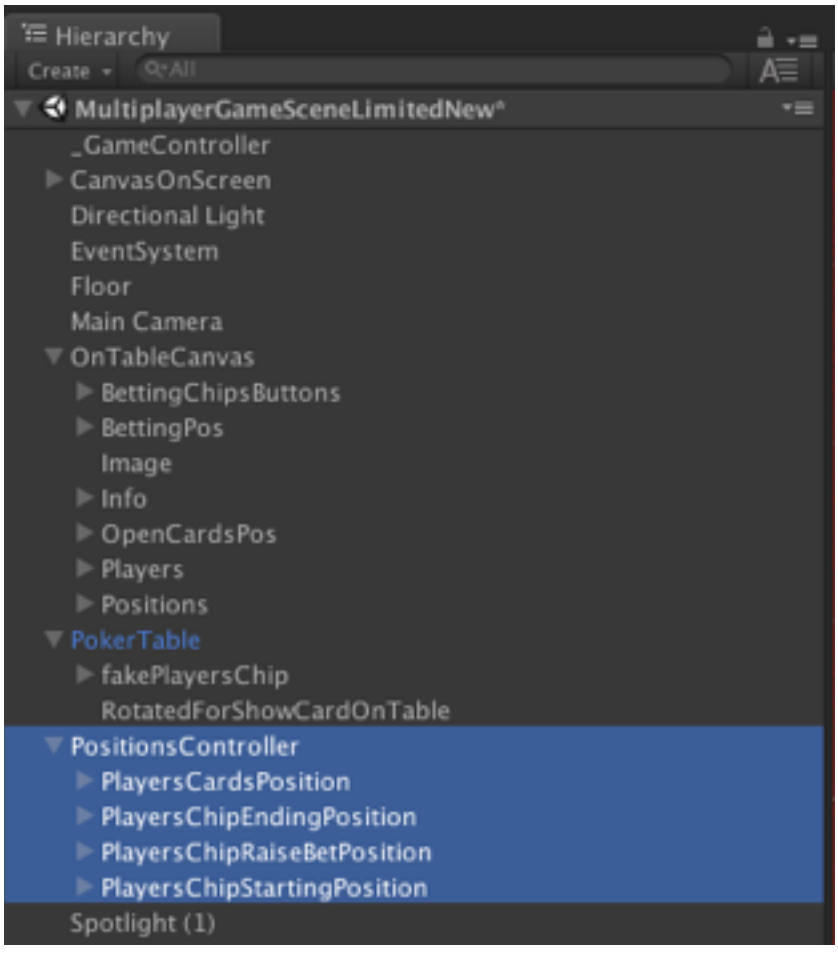
When player come in room it will be instantiate in one of those positions:



so if you want to modify positions or use a different poker table, just adjust the game object positions.

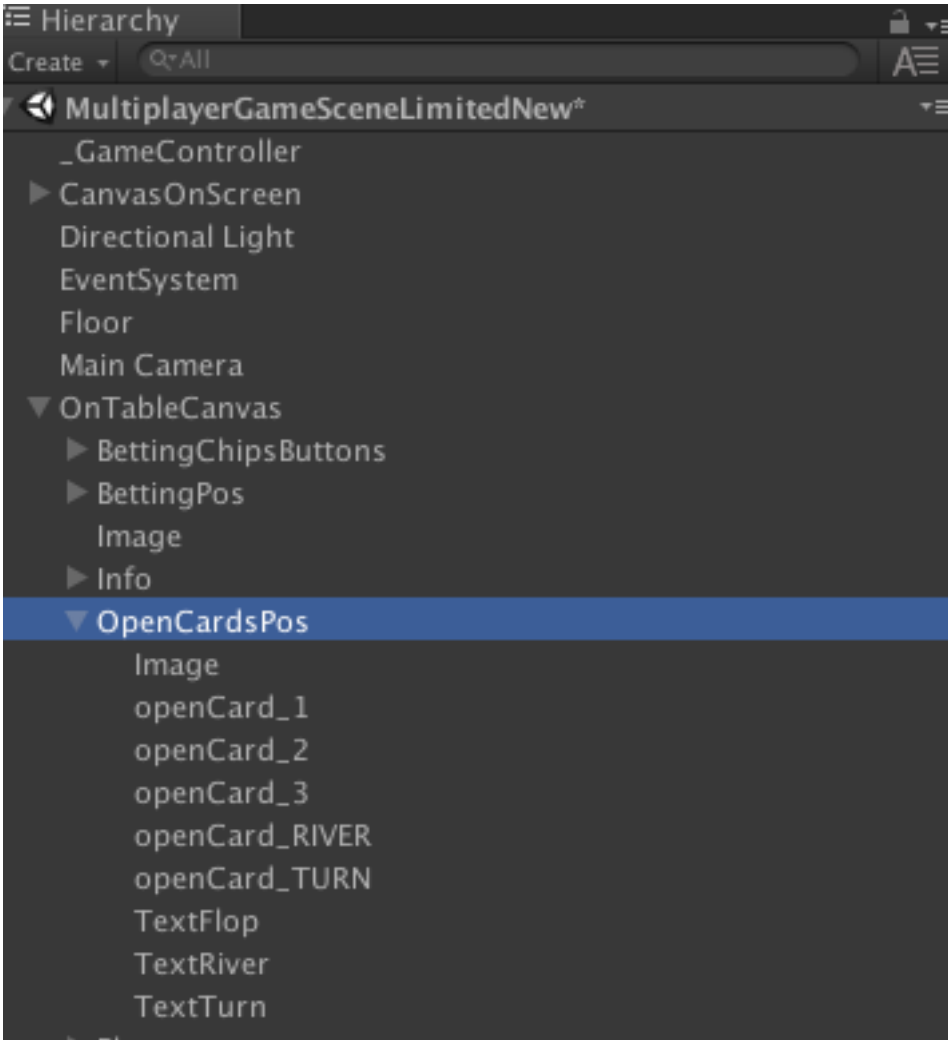
The Poker Table Components

POSITIONS CONTROLLER REFERENCES ON POKER TABLE:



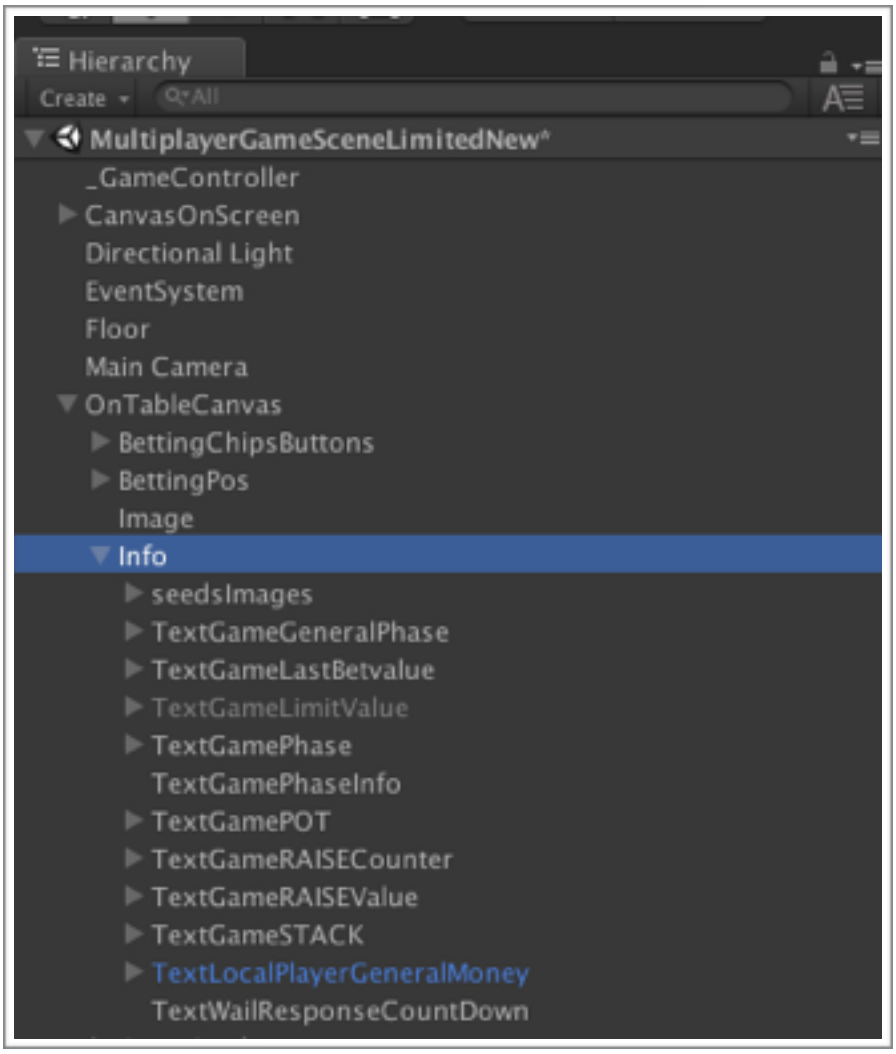
here you can find all references used by **<BBMoveingObjectsController>**

POKER OPEN CARDS REFERENCES

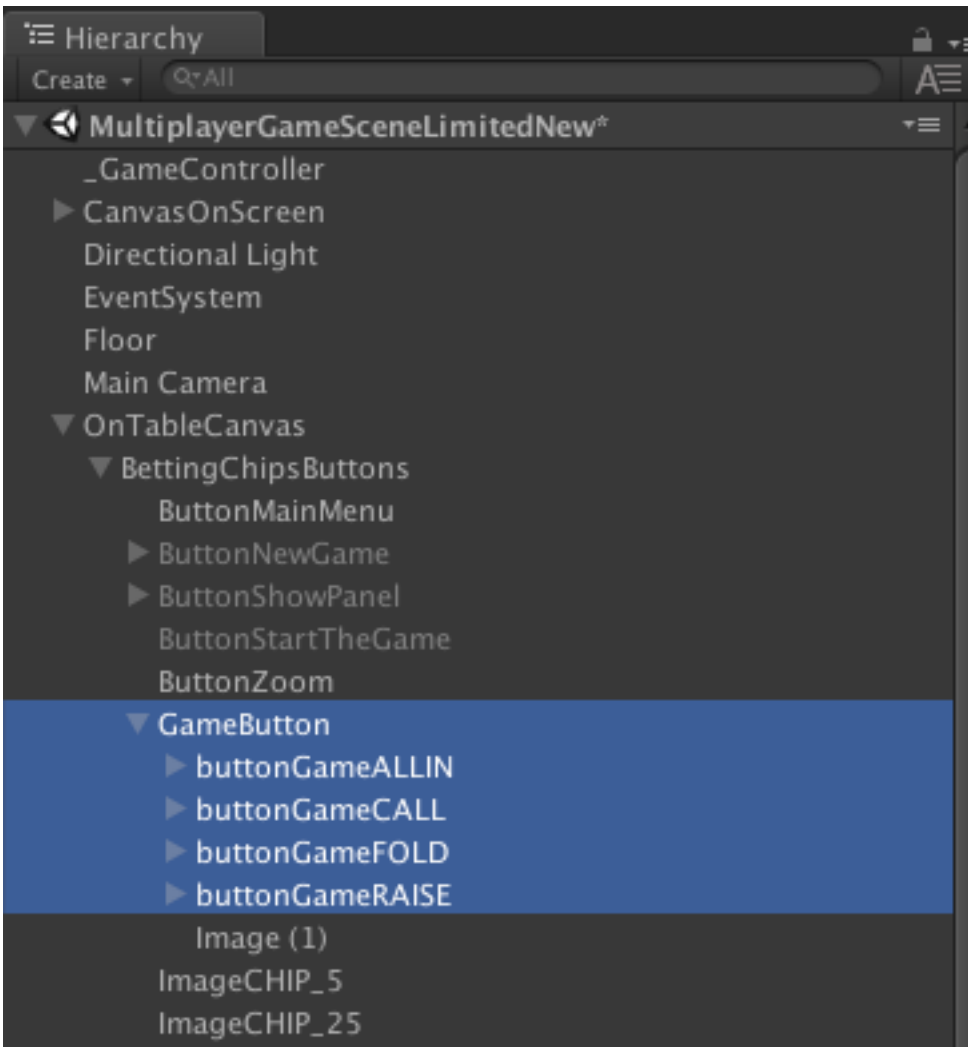


here are references to Flop, Turn and River cards.

OTHERS INFO REFERENCES



BETTING BUTTONS



Here you can find betting buttons.

Your First Game Test How To

As is a multiplayer game to try it you need to execute at the least two or more application instance, you can do it on the same PC or different.

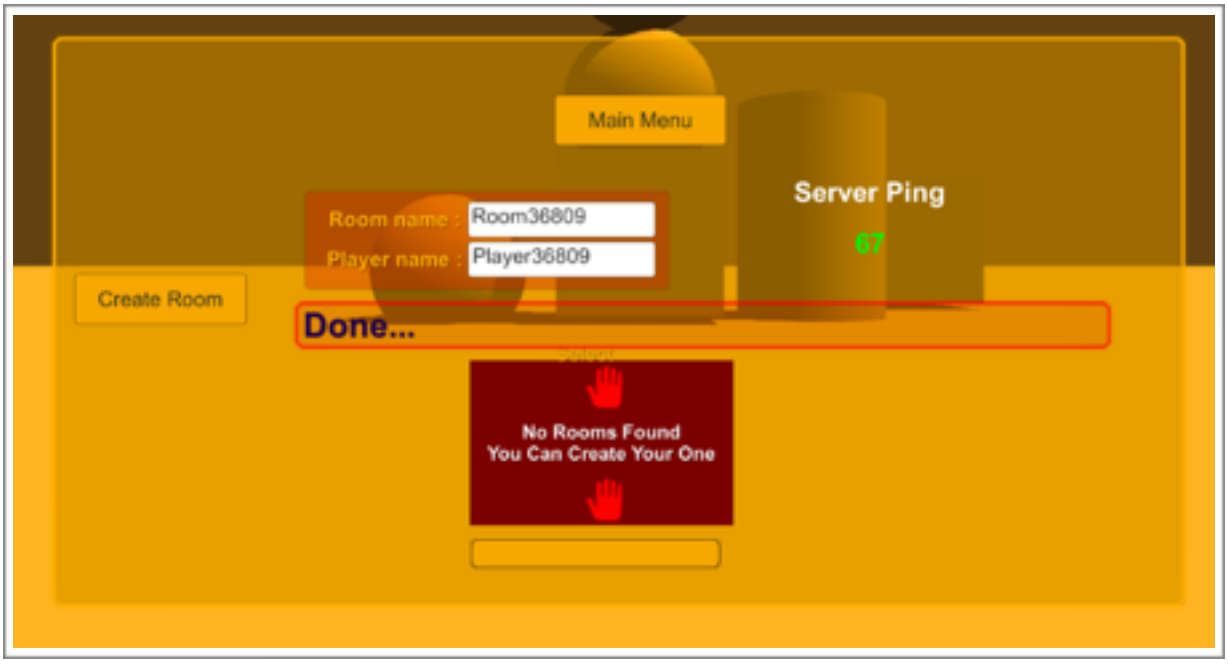
So execute first and create a room, this player will be the “Master”

Choose <Multiplayer> button:

Choose your avatar then

connect to server:

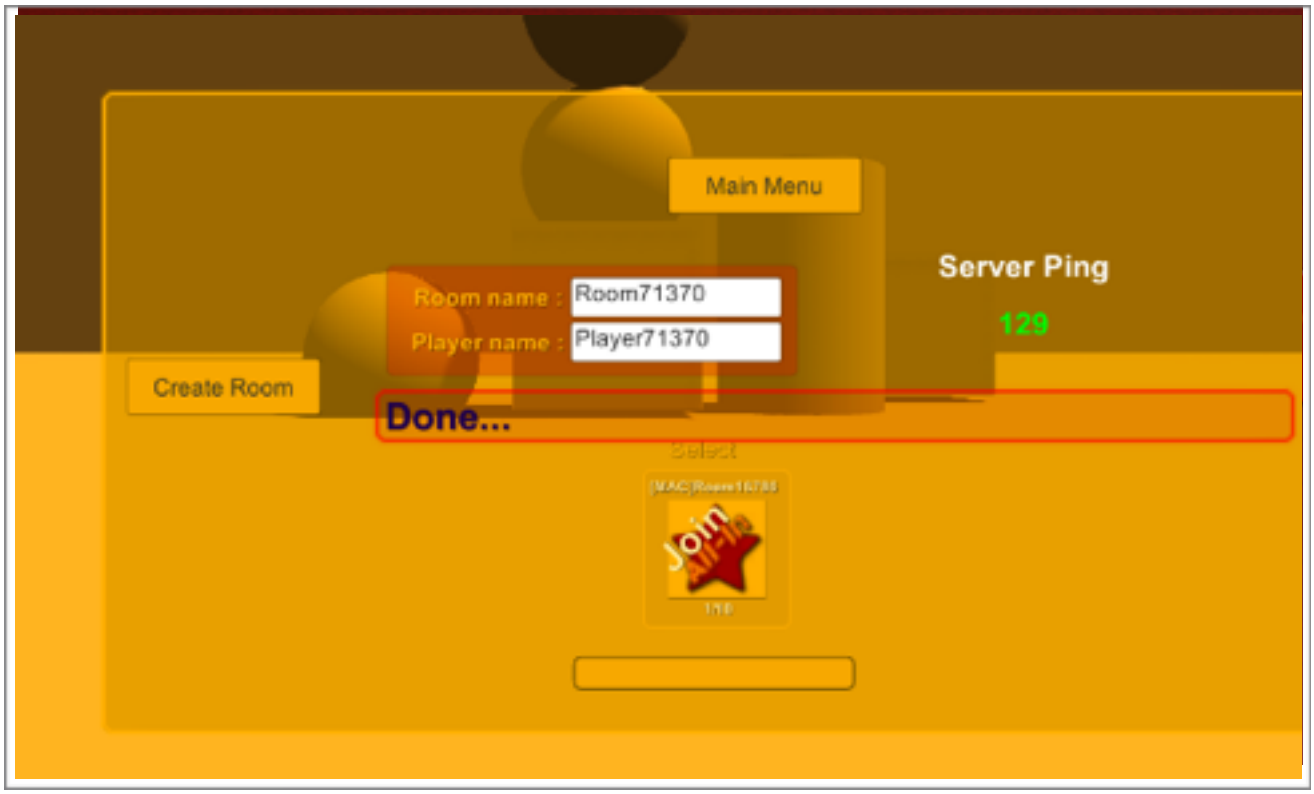
then <Create Room>



choose All-In map:

Good now you are in wait for second player….

Execute the second player, you'll find an existing room:



click on <Join> :

Only Master has <Start Hand> button, click on it and play…

Game Custom Settings

Countdown in seconds to hide result panel and set for new game hand at showDown phase:

Const : BBStaticVariable.secondsWaitToStartNewGameHand
Default : 30
Where : <BBStaticVariable> class line 24

Countdown in seconds to wait player bet or fold response

Const : BBStaticVariable.atBetRequestResponseTimeOutSeconds
Default : 15
Where : <BBStaticVariable> class line 25

Base starting player money cash(Not game stack)

Const : BBStaticVariable.baseStartingMoneyForPlayer
Default : 100.000
Where : <BBStaticVariable> class line 23

Base starting player money cash game stack

Const : BBStaticVariable.gameLimitedStackValue
Default : 1000
Where : <BBStaticVariable> class line 27