Blackjack Pro! Kit

Documentation

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Thank you for purchasing the Playmaker Blackjack Kit! Please make sure you have Playmaker installed, as this kit will not function without it.

Feel free to contact us if you have any questions or suggestions either by using the contact form on **3dsauce.com**, or by email: **support@3dsauce.com** Please remember to leave a rating on the Unity Asset Store if you've found this kit useful.

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1 - Getting Started

Once you have installed both Playmaker and this kit, you must then import the included package called "IMPORT THIS After Playmaker Installation.unitypackage". You can now safely load the "Blackjack" example scene. You will find fully commented logic within the FSMs inside the Playmaker Editor. Arraymaker will be installed automatically when you import the extra package. This kit has been tested and is working as intended in Playmaker 1.8.3 and Unity 5.3.6.

For assistance in putting your own project together and customizing the look and feel of the game, please refer to the following guidelines.

2 - Customization

Playing with more than one deck:

You may wish to play with multiple decks as many casinos do to make card counting more difficult. Doing so is simple, expand the "Dealer / Deck" game objects within the Canvas_3D gameobject in your hierarchy view. Inside you will see 52 cards which make up a single deck, make sure none of these are expanded and then select them all. Select the first one, then hold shift and select the last one. Now that you have all 52 cards selected, press "CTRL+D" to duplicate the deck once. Everything time you press this key combination,

one additional deck of 52 cards will be added to the pool. No additioanl steps are required, all of these cards will now be shuffled and dealt in-game.

Modifying the shuffle frequency:

Another method to discourage card counting and add an additional layer of randomness to the game is to change how often the deck is shuffled. By default the dealer will shuffle when only 25% of the total amount of cards are remaining. This is good if you want an authentic casino feel, however if you would like a truly random deal every time, you can set it to shuffle after every hand. Select the "Dealer" gameobject and look for the Card Dealer FSM component in the inspector window. At the bottom of this component you will see an exposed bool called "ShuffleEveryHand." Set this to true, now the dealer will shuffle the deck after every single hand.

Changing chip values:

1.   Expand the "Panel_BettingChips" gameobject found inside the Canvas_2D gameobject. In here you will find each individual chip and on each chip an FSM component called "Button Bet." On the fsm component you will notice an exposed variable called "ChipValue," simply input the monetary value of the chip. Each of these chips also has a child gameobject containing a "Text" component. In the "Text" area you will input the value displayed on each chip in game.

Note: *Truncating the values is simply a space saver, as displaying 10k is much shorter than 10,000 etc.*

Card placement in game area:

You may wish to place the player's or dealer's cards in a different orientation or area of the screen. To do this, expand the "PlacementHelper" gameobject within the Canvas_3D gameobject. Inside you will find a placement helper for each possible card placement in any given hand. Select them and enable them with the checkmark at the top of the inspector. You can position and rotate them freely to accommodate your own needs, once done be sure to set them back to disabled. When play is pressed, the dealer will now deal cards to the new positions you have determined for them.

Sound effects:

If you wish to change any of the sound effects, there are a couple places you must access.

2.   To change the card dealing and chip betting sounds, click on the "Dealer" gameobject and find the two "Play Maker Array List Proxy" components at the very bottom. These are filled with the random sounds that are picked from, simply drag your own sound effects into these object slots.

3.   To change the Win, Lose, Tie and Surrender sound effects, navigate to the FSM component on the "BetManager" gameobject. You will notice 4 sound objects at the bottom, simply drag and drop your own sounds into these slots.

Note: *The card dealing sounds have all been created with 0.25 seconds of silence at the beginning of each sound. This is to make the sound match the time it takes for each card's animation to reach the table and sound like it landed.*

Graphics:

If you want to avoid going to the "face" gameobject on every card in the deck and manually changing the sprites by hand, I recommend following this simple method of sprite replacement.

Start by replacing the graphics in the "Sprites/Cards" folder with png files matching the same dimension ratio and file name. You'll want to do this in your Windows or Mac environment, as doing it in the project view within Unity will not properly replace the old sprites. That is all there is to it, your graphics should be replaced and ready to go when you press play.

Switching between 2D and 3D:

The Blackjack template is created in 3D, however it has the appearance of a 2D game space by default. To change this and give your game more perspective (eg. Place the cards on a 3D blackjack table viewed from the side etc.) you can simply rotate, scale and position the Canvas_3D gameobject in world space until the game area is where you want it. If you want any of your buttons to work in 3D space or on top of the table for instance, you can drag the buttons from the 2D canvas to the 3D canvas and position them in world space accordingly.

Customizing Dealer Hard and Soft AI Logic:

By default, the blackjack dealer's AI will follow the standard hitting rules of Hard 17 and Soft 18. This can however be easily customized. Select the "Dealer" gameobject within the Canvas_3D gameobject. Within the fsm component in the inspector, you will notice two exposed variables called dealerHard and dealerSoft. Simply change these to whatever ruleset you wish your dealer to enforce and you're good to go.

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If you've enjoyed the package and would like to encourage updates and new kits, please remember to rate it and leave a review on the Unity Asset Store.

The secret is in the sauce!

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