Create a card game with this C# AI library

Looking to create a card game but don’t have time to create an AI? I have created a library for you to use. Just import it into any of your scripts and get going. This library is designed to be easily implemented into a wide range of scenarios in order to provide you with a robust computer player in your card game. It utilises a Monte-Claro tree search algorithm to find good moves to make against opponents. Download it from my GitHub repository today!