**LasMeta Case Study: Dealer Interaction Prototype (Unity + Photon Fusion)**

**Context**: We aim to create a more immersive and realistic poker table experience in LasMeta. One important aspect of that experience is the presence and interaction of the dealer. In this case study, we’d like to see how you would bring this character to life in a lightweight prototype that integrates Photon Fusion for multiplayer functionality.

**Objective**: Using Unity and Photon Fusion, build a simple interactive multiplayer scene where the dealer responds to player actions through animations, audio, and UI. This will help us evaluate your skills in 3D scene composition, input systems, networking, UI interaction, and performance-conscious implementation.

**Tasks**:

**1. 3D Scene Setup**

* Create a basic poker table with a seated dealer character (can be a placeholder model).
* Add at least two player positions around the table (no models required; just coordinates or markers).

**2. Photon Fusion Integration**

* Set up a multiplayer environment using Photon Fusion.
* Each connected player should be able to trigger the “Deal Cards” action, synchronized across clients.
* Ensure the dealer’s animations and sound effects are correctly networked to reflect state changes for all players.

**3. Input System**

* Implement a “Deal Cards” action, triggered by either a keyboard key or a UI button.
* When triggered:
  + The dealer plays an animation (e.g., reaching toward the table).
  + A sound effect plays (e.g., card dealing SFX).
  + A basic visual effect simulates card distribution to the player spots (sprite or 3D object).

**4. UI and Audio**

* Include a simple UI button labeled “Deal Cards.”
* Sync the animation and SFX when the button is pressed.

**5. Roaming and Camera Control**

* Allow the player to freely move around the poker scene to inspect different angles.
* Implement basic camera movement (orbit/zoom) around the table.
* Add at least one adjustable light source and allow the user to change its direction or intensity during runtime (via simple UI or input).

**6. Bonus (Optional)**

* Add simple lighting, shadows, or shader effects to enhance immersion.
* Implement round-based dealing: Deal one card at a time to each player.

**Deliverables:**

* A Unity project folder (you may share via GitHub or Google Drive).
* A brief README or PDF explaining:
  + Your approach
  + Photon Fusion usage and synchronization logic
  + Tools and systems used
  + Any challenges encountered
* A short video (max 2 minutes) demonstrating the prototype in action.

**Evaluation Criteria:**

* Clean implementation of animation, input, UI, and networking systems.
* Logical integration and synchronization of components using Photon Fusion.
* Creativity and attention to user experience.
* Bonus features and performance awareness.

**Note**: This is not meant to be a production-ready feature. We want to see how you think, organize your scene, and structure interactions using Unity and Photon Fusion.

We're looking forward to seeing your creativity and technical insight!

You can send the links and documents related to your work to ali@lasmeta.io