

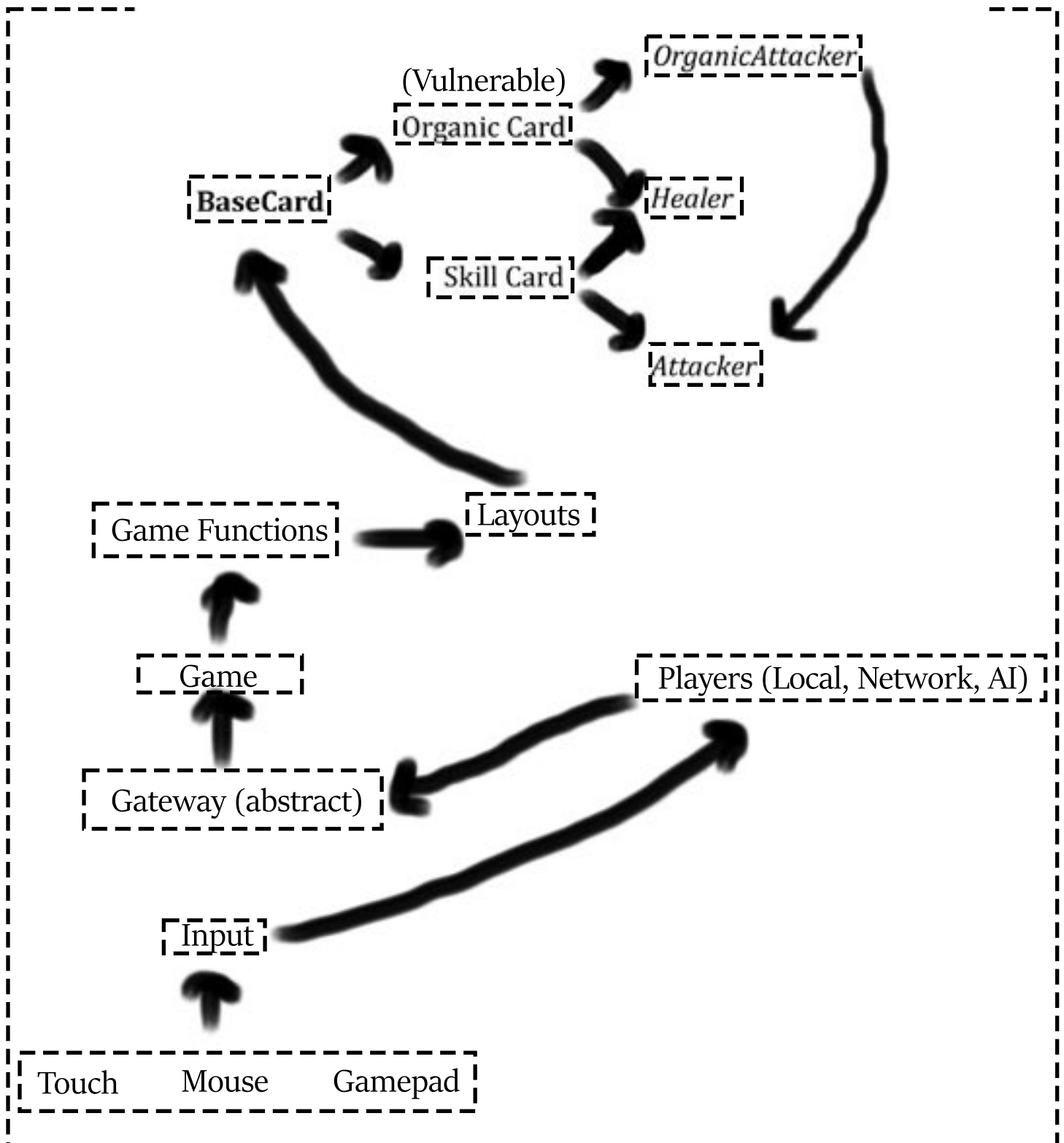


EASY CARD GAME

TECHNICAL DOCUMENTATION

Easy Card Game is made with Unity Engine. The project and the code is open for customizing or/and extending. In this documentation, we will try to help you to understand how it is working in technical side.

This is the basic structure of the system.



Input

Local user always can make an interaction with his cards, and the layouts. By the way, those are the layouts;



User can use touch & keyboard & mouse & gamepad for interactions. You can check `InputListener.cs` to see how input events invoked.

Gateway (Networking)

Gateway is one of the most important abstract classes. Gateway basically gets input and feeds the game like this;

UI -> Gateway -> Game

Network -> Gateway -> Game

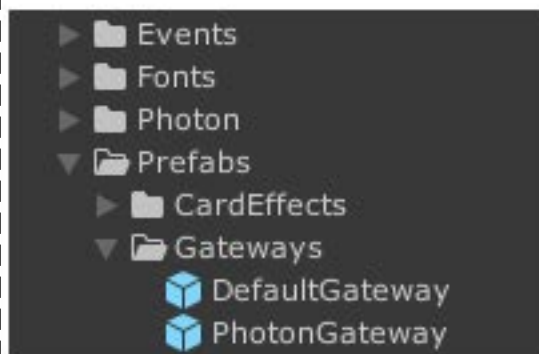
Gateway connects the different modules of the game to each other. For example, in default gateway there is no networking solution. Because It is not implemented. But when you use Photon Gateway, PhotonBridge.cs will override the virtual methods of Gateway.cs, and online multiplayer will be possible.

There are 2 built-in gateways, and you can create new ones.

Default Gateway -> No networking. AI Play Only.

Photon Gateway -> Networking implemented via Photon PUN 2. Please check [EnablingPhotonMultiplayer.pdf](#) to use this gateway.

Built-in Gateways;



Game & Game Functions

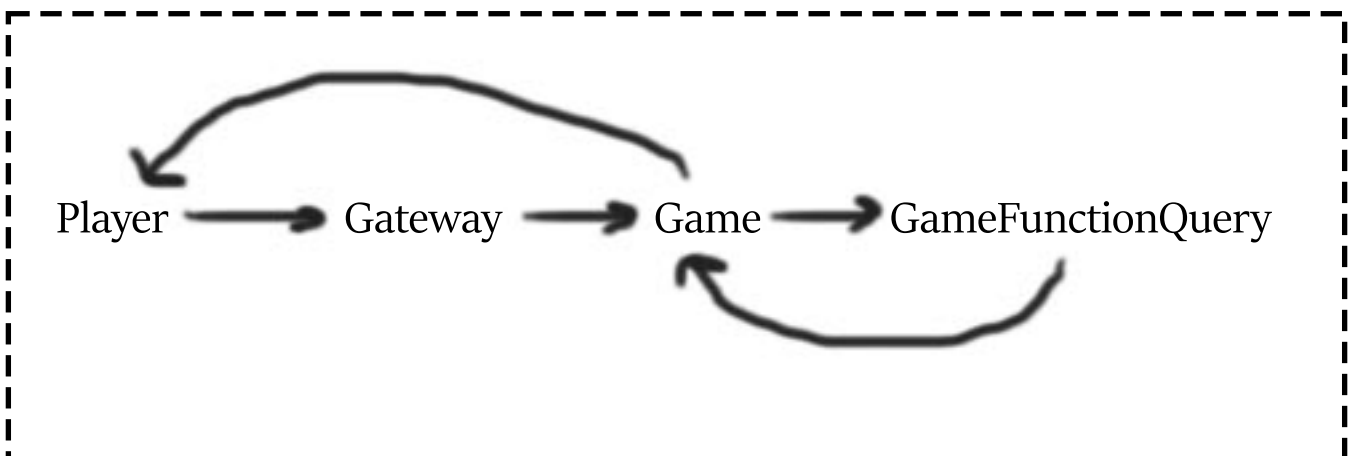
You may not want need to edit this part, until you want to create a new card game design.

Game is the module who manages the game. It registers events on methods of Gateway, to manage it from the start to the end.

Game has 2 game functions;

- UserPlacedCard
- UserTargetedCard

When a user makes a move, It calls the method on the gateway. Gateway sends it to game and the game adds the move to game function query. Without one of them finished in the query, the next one will not be executed.



Layouts

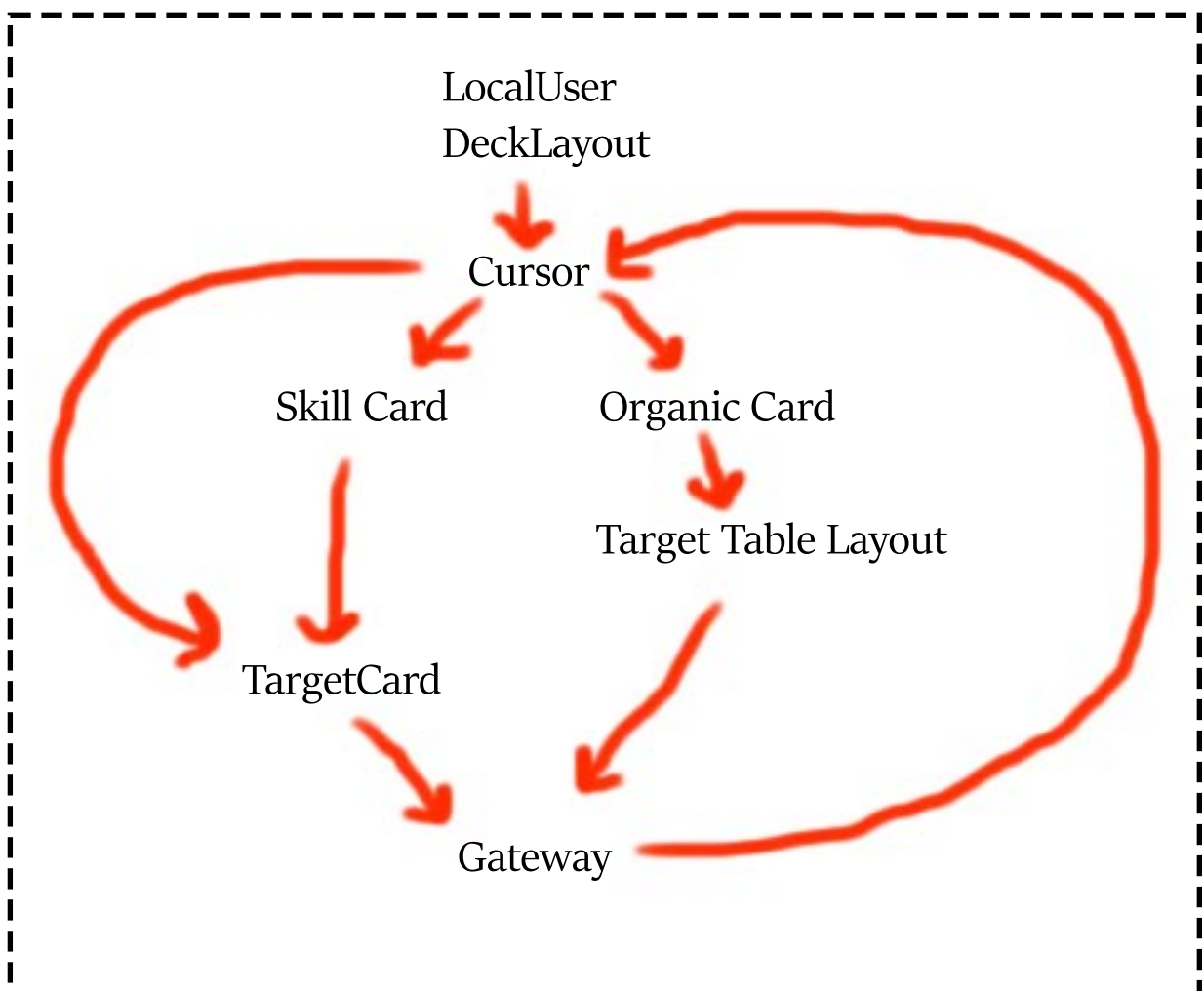
Layout is an abstract class and have 2 subclasses.

TableLayout

DeckLayout

TableLayout means the cards on the ground, DeckLayout means the cards in the users hands.

But with an extra, There is another component named DeckLayoutInteraction of the layout of the local user, because It should be interactable.



Before the end,

You may want to check Scores.cs to edit score calculations. Currently, hits gives points as much as hit points.

Important notes

You can report any bugs & glitches to

support@easycardgame.com

Also your thoughts are important to improve Easy Card Game together. Please do not hesitate send your thoughts to

info@easycardgame.com

Have fun with

