

Blackjack Game

This is a **single-hand Blackjack game template** made with **Unity 3D**, designed for developers, studios, or clients looking for a ready-to-use and easy-to-customize blackjack experience.



Important - Dependencies

DoTween

The Blackjack Game uses **DOTween** for animations and UI transitions. This library is essential for the game to function properly. DOTween is already included in the Unity package provided, so there is no need to download it separately from the Unity Asset Store.

Do not remove or update DOTween unless you are familiar with how it integrates with the game's animation system.

Important - Aspect Ratio

For the desktop version, the recommended aspect ratio is 16:9, ensuring an optimal viewing and gameplay experience.

Introduction

This project is a **Single-Hand Blackjack game** built in **Unity 3D**, designed as a lightweight and flexible solution for developers and studios looking to integrate a classic casino game into their platform. The game includes all the core Blackjack functionality in a simple, easy-to-customize format.

It is ideal for mobile apps, prototypes, or web-based casino platforms that require a straightforward single-player Blackjack experience. The game is self-contained, uses basic UI elements, and includes sound, animations, and structured scripts for easy modification.

This documentation explains the features, folder structure, dependencies, and how to set up or customize the game to fit your project needs.

Rules

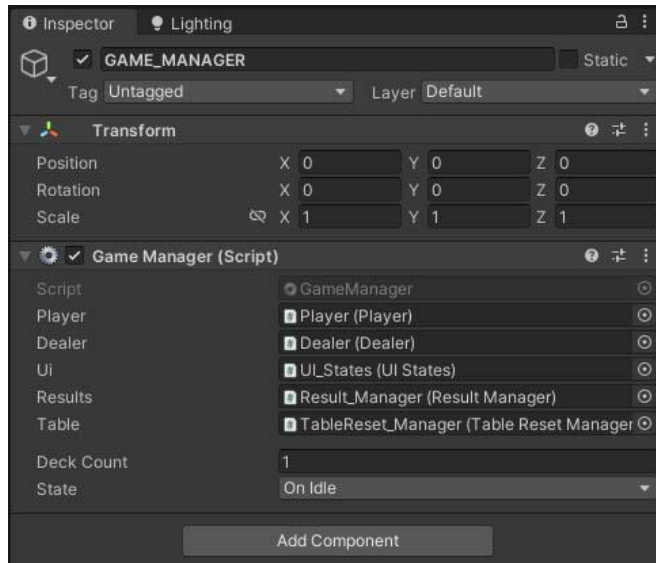
- Blackjack pays 3 to 2
- Dealer stands on 17
- Insurance pays 2 to 1
- Double allowed
- You can split only once
- Even money allowed



Customization Options

This Blackjack Game Template is built for flexibility. The interface, card hands, chip stacks, and animations are easy to adjust to match your project's design and gameplay requirements.

Since this is a **3D Unity game**, you can also modify the **camera angles and scene layout** to achieve the visual style or perspective you want. Simply adjust the camera objects in the scene to change the view — from top-down to over-the-table or any other custom angle.



Number of Decks

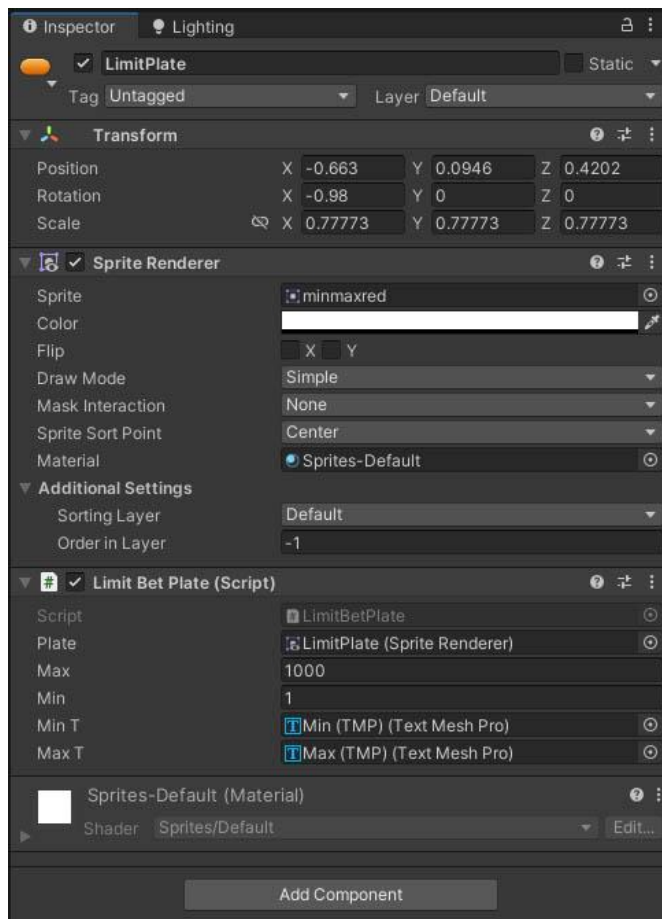
To change the number of decks used in the game:

1. In the **Hierarchy**, go to **_SCRIPTS_** select **GAME_MANAGER**.
2. In the **Inspector**, find the field labeled **Deck Count**.
3. The default value is 6 decks. You can adjust this to any number based on your desired gameplay.

Initial Balance

To change the player's starting balance:

1. In the **Project panel**, go to **_SCRIPTS_** and select **Balance_Manager**.
2. In the **Inspector**, modify the value under **Initial Balance**.



Min and Max Bet Limits

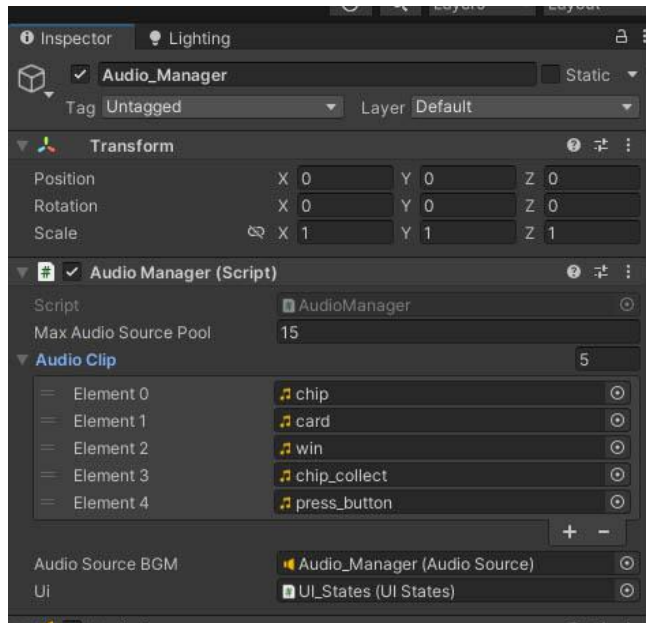
To adjust the betting limits displayed in the game:

1. In the **Hierarchy**, expand the **Background** object.
2. Select the object named **LimitPlate**.
3. Update the minimum and maximum values directly in the **Inspector**.

Card Size

To change the size of the cards:

1. Go to the **Resources** folder.
2. Double-click the card prefab you want to adjust.
3. Use the **Inspector** to scale or resize the card as needed.



Audio Manager

The game includes an **Audio Manager** that controls all in-game sounds and music.

To customize audio:

1. In the **Hierarchy**, go to the **_SCRIPTS_** object and select **AudioManager**.
2. In the **Inspector**, you can replace or adjust background music and sound effects.
3. You can add new audio clips or disable specific sounds as needed.

Need Custom Changes?

If you need help customizing this game further — whether it's adding new features, adjusting the gameplay logic, or applying a unique design — feel free to [reach out](#). We offer development support and can provide a quote based on your specific requirements.

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