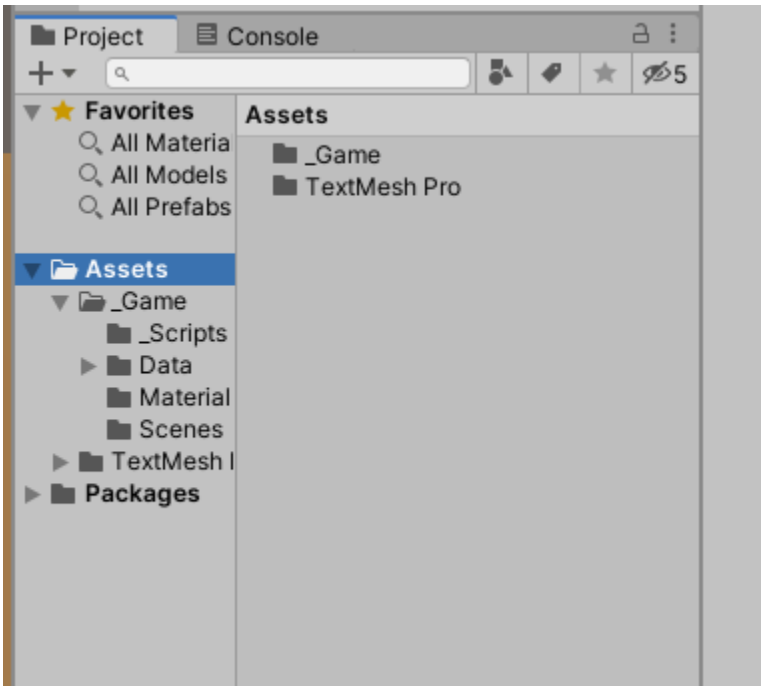
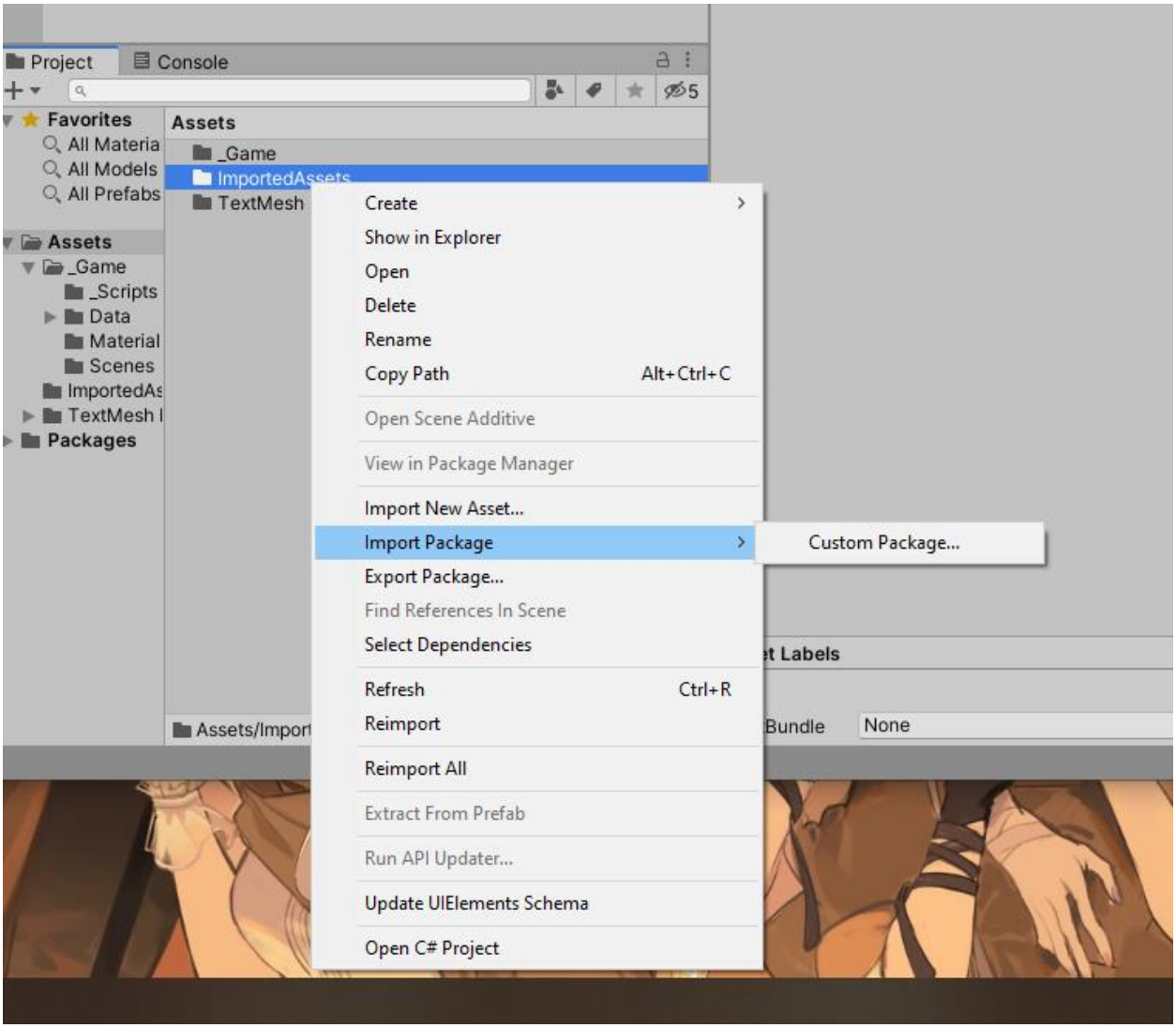
Verified Unity Version: 2019.4.2f1

Installation

1. Open up your Unity project and navigate to your assets folder



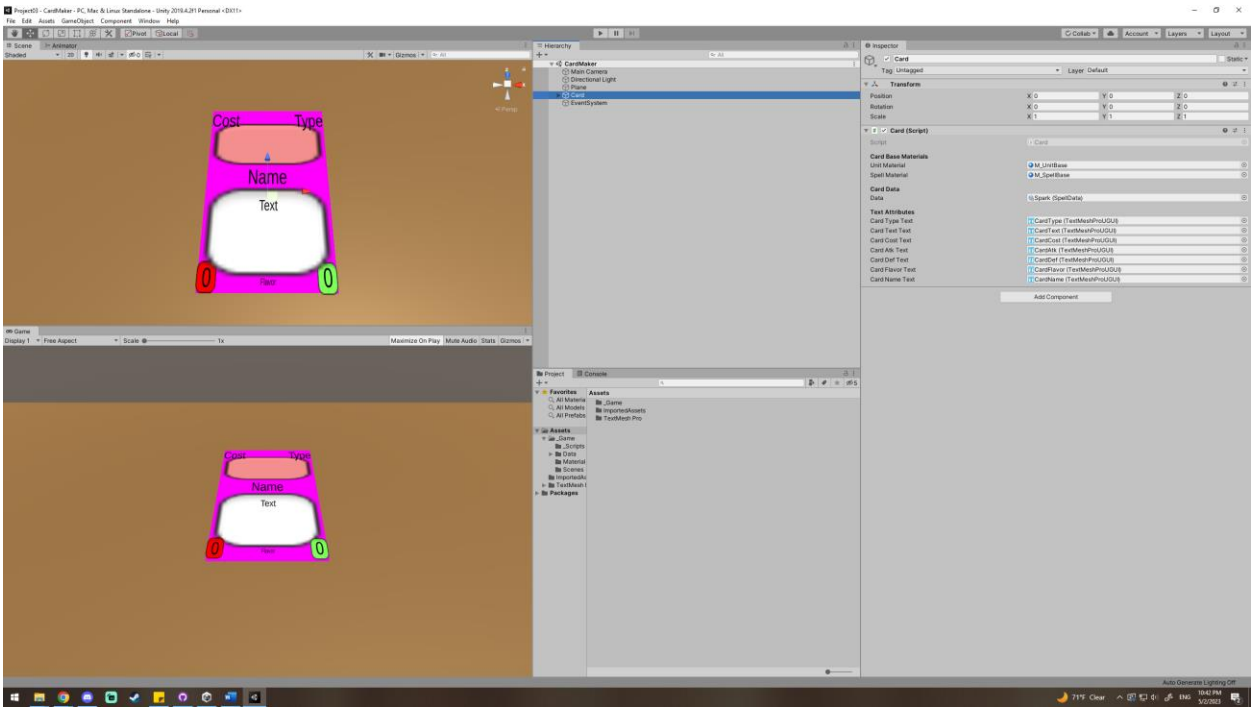
2. (I suggest you create a new folder for ImportedAssets if not already done) Right click and choose Import package => Custom package…



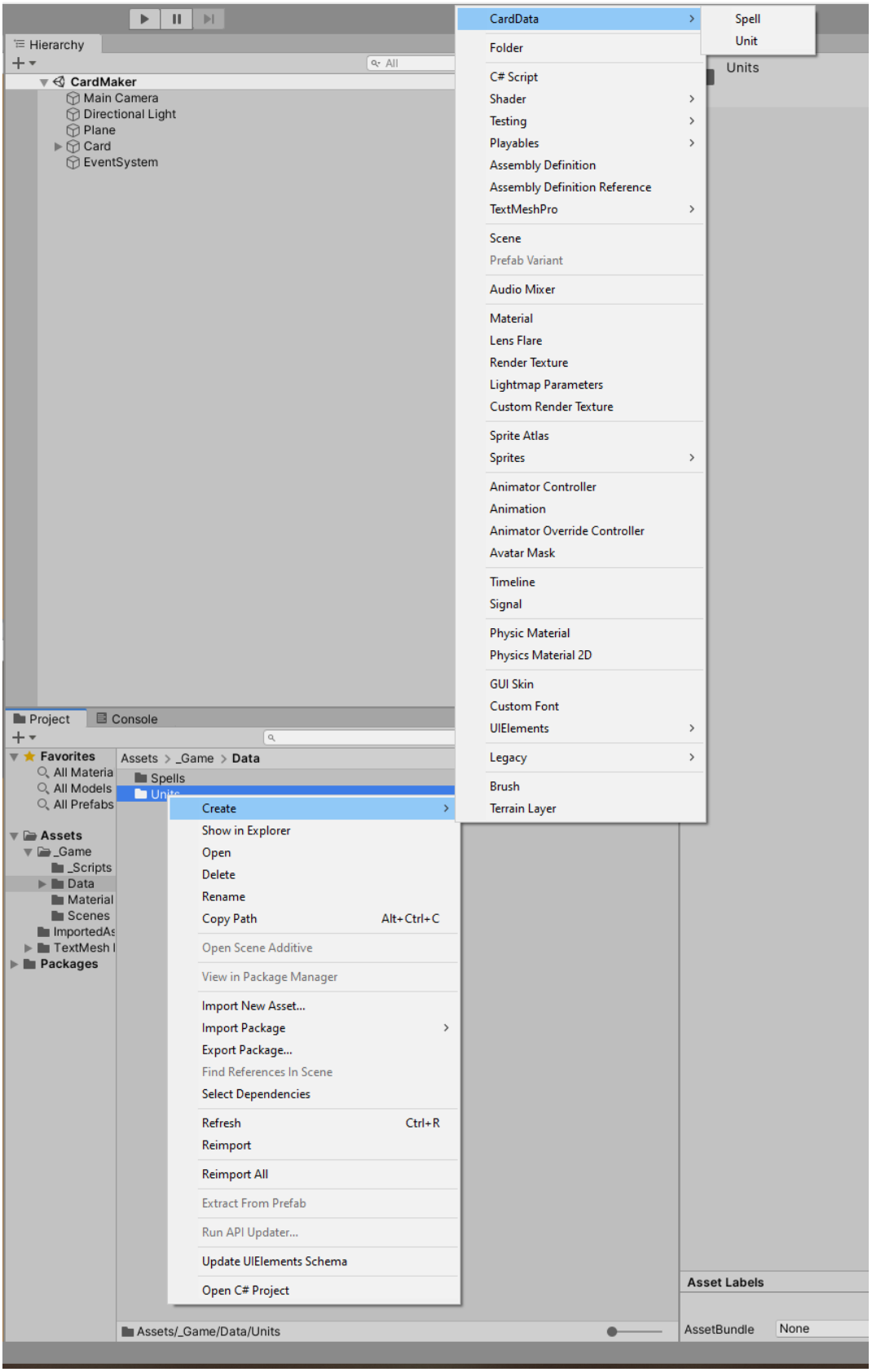
3. Select the card-template package (card-template.unitypackage) and load it

Tutorial

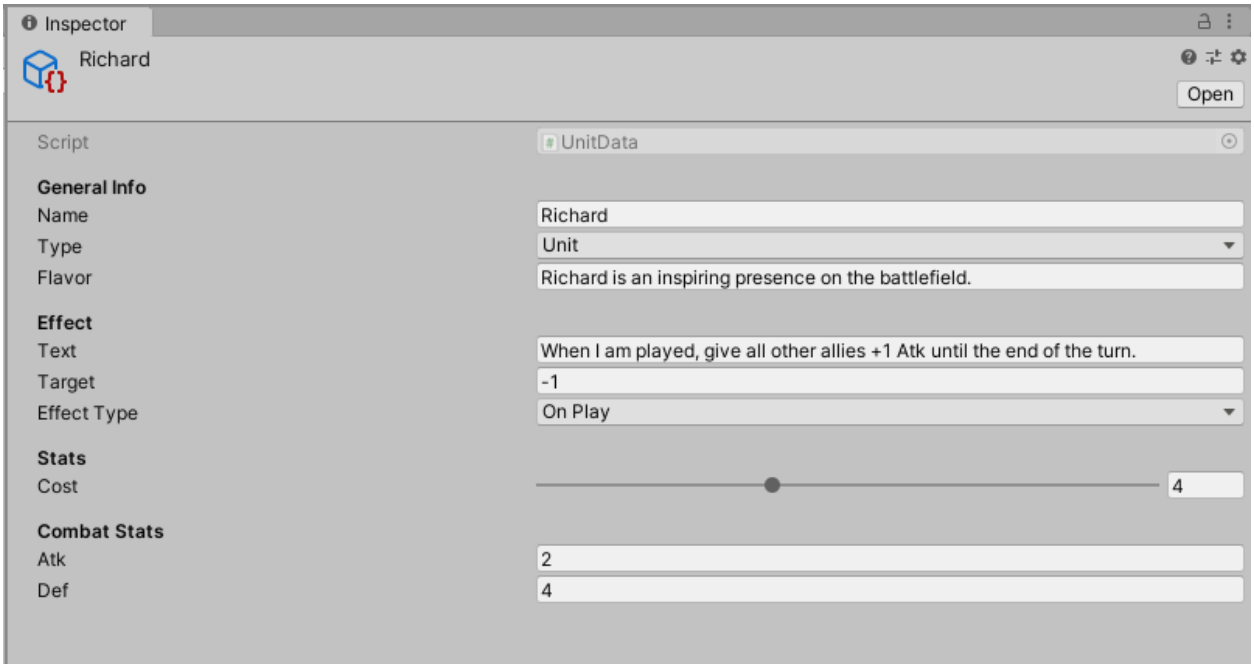
1. Open up the CardMaker scene



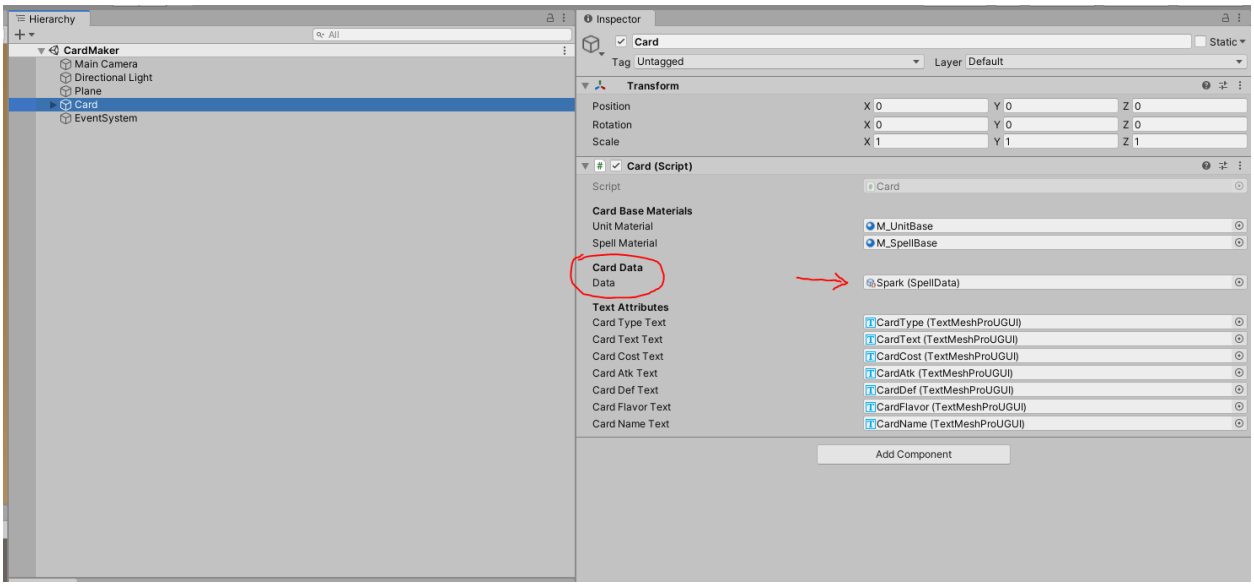
2. When you want to create a new card, right-click inside of the Project's File Explorer and choose Create => CardData => whatever Card type you'd like to make


Hierarchy
CardMaker
Main Camera
Directional Light
Plane
Card
EventSystem
Project
Console
Favorites
Assets
_Game
_Scripts
Data
Material
Scenes
Packages
Assets > _Game > Data
Spells
Create
Show in Explorer
Open
Delete
Rename
Copy Path Alt+Ctrl+C
Open Scene Additive
View in Package Manager
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Extract From Prefab
Run API Updater...
Update UIElements Schema
Open C# Project
CardData
Folder
C# Script
Shader
Testing
Playables
Assembly Definition
Assembly Definition Reference
TextMeshPro
Scene
Prefab Variant
Audio Mixer
Material
Lens Flare
Render Texture
Lightmap Parameters
Custom Render Texture
Sprite Atlas
Sprites
Animator Controller
Animation
Animator Override Controller
Avatar Mask
Timeline
Signal
Physic Material
Physics Material 2D
GUI Skin
Custom Font
UIElements
Legacy
Brush
Terrain Layer
Spell
Unit
Units
Asset Labels
AssetBundle
None
Assets/_Game/Data/Units

3. Fill in all of the fields of the card



4. To test the card, drag the created Card ScriptableObject into the Card in the CardMaker scene, into the slot that says “Data”



5. Press Play and see how the Card updates