Code Documentation:

To better apply card effects, perhaps the stats of cards can be stored inside a resource, therefore a universal method called applyEffect() can take in the stat resource which will then alter the stats inside the resource. The resource can also be rigged to setter and getter methods within a card, allowing for dynamic stat changes. This applyEffect() can be inherited into multiple variations of a resource where the applyEffect can do different things.

Alternatively there is no need for a resource value, the card itself can simply be passed into the method, and then the values changed that way. Assuming that godot passes by value. We can do something like effect.applyEffect(self), and the applyEffect would change the values from there.

Example, a card would have received an effect where its attack decreases therefore the applyEffect function will

Card effects

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| --- | --- | --- | --- |
| Name | Trigger | description | Actions sequence |
| ApplyEffectOnAttack | onAttack() -> onTakeDamage() | This effect applies an effect on the opponent upon attacking | OnAttack(effect)  onTakeDamage takes effect  effect.applyEffect() |