StatusUpdater.cs

Properties

Serialized thinkingText : *Text*

Reference to the *Text* object for displaying whether the AI is currently thinking.

Serialized cardsInHandText : *Text*

Reference to the *Text* object for displaying how many cards are in a player's hand.

Lifecycle Methods

Awake

Disables the thinkingText object.

Methods

Public UpdateThinkingText

Parameters:

value : *bool*
Whether the text will be turned on or off.

Return: None

Turns on and off the thinkingText display.

Public UpdateCardsInHand

Parameters:

cards : *int*
How many cards are in the player's hand.

name : *string*
Player's name

Return: None

Updates the display with the player's name and number of cards in hand.