Card.cs

Properties

Serialized rank : *int*
Card's rank.

Serialized suit : *Suit*
Card's suit.

Serialized cardSelectionFrame : *GameObject*
Frame used for highlighting card for selection.

Serialized currentZone : *Zone*
Zone in which the card currently resides.

Serialized playableMaterial : *Material*
Material to show when the card is playable.

Serialized unplayableMaterial : *Material*
Material to show when the card is not playable

Public ID : *string*
The ID by which the card is referred to by.

Public isAttacking : *bool*
Whether the card is currently attacking.

Public isDefended : *bool*
Whether the card has been defended.

Private canBePlayed : *bool*
Whether the card can currently be played.

Public defendedByCard : *Card*
Card that is defending against this card.

Public onBoard : *bool*
Whether the card is currently on the board.

Public isTrumpSuit : *bool*
Whether the card's suit is the trump suit.

Public cardholder : *cardholder*
Reference to the player who is holding this card in hand.

Private gameState : *Gamestate*

Reference to the *GameState* object in the scene.

Private cardSelectionFrameRenderers : *MeshRenderer[]*

Array of references to the *MeshRenderer* components in the card's cardSelectionFrame.

Private cardImageRenderers : *SpriteRenderer[]*

Array of references to the *SpriteRender* components on the various parts of the card.

Lifecycle Methods

Awake

Finds references for the gameState, cardSelectionFrameRenderes, and cardImageRenderers.

Start

Determines whether the card's suit is trump suit and disables the card's hover displays.

Unity Messages

OnTriggerEnter

Modifies onBoard

OnTriggerExit

Modifies onBoard

Methods

Public SetCurrentZone

Parameters:

zone : *Zone*
Zone that this card's currentZone is going to be set to.

Return: None

Public GetCurrentZone

Parameters: None

Return: None
Returns the card's currentZone.

Public GetSuit

Parameters: None

Return: *Suit*
Returns the card's suit.

Public GetRank

Parameters: None

Return: *int*
Returns the rank of the card.

Public TogglerCardHoverState

Parameters:

value : *bool*
Whether or not the card is being currently hovered,

Return: None
Toggles card selection displays.

Private TogglerCardHoverImage

Parameters:

value : *bool*
Whether or not the card is being currently hovered.

Return: None
Toggles the card's hover over image.

Private ToggleSelectionFrameRenderers

Parameters:

value : *bool*
Whether or not the card is being currently hovered.

Return: None
Toggles the cardSelectionFrameRenderers.

Public ToggleCardPlayability

Parameters:

value : *bool*
Whether or not the card is currently playable

Return: None
Toggles the card's playability state and applies the associated materials to the renderers.

Public CanBePlayed

Parameters: None

Return: *bool*
Returns whether the card can be played.