CardMovementHandler.cs

Properties

Private card : *Card*
Reference to the card object this is responsible for moving.

Private screenPoint : *Vector3*
Vector to store card's original position on screen.

Private offset : *Vector3*
Offset between object's original position and the projection of cursor onto world space.

Private activeCardSlot : *CardSlot*
CardSlot that the card will be played onto if any.

Private hoverManager : *HoverManager*
Reference to the *HoverManager* object in the scene.

Public hasActiveCardSlot : *bool*
Whether or not this currently has an activeCardSlot

Public isMovingSomething : *bool*
Whether or not a card is currently being moved.

Private originalPosition : *Vector3*
The original position of that card in world space.

Lifecycle Methods

Awake
Gets references to card and hoverManager.

Unity Messages

OnMouseDown
Initializes the original position of the card and sets up the card to be moved.

OnMouseDrag
Drags the card along with the cursor.

OnMouseDown
Plays card into slot if possible, otherwise card snaps back to original position.

OnMouseExit
Turns off card hover toggles.

OnMouseEnter

Turns on card hover toggles.

Methods

Public SetActiveCardSlot

Parameters:

cardSlot : *CardSlot*

CardSlot currently being hovered.

Return: None

Sets currently hovered *CardSlot* as active.

Public ClearActiveCardSlot

Parameters: None

Return: None

Clears active card slot.

Scene Settings

This component expects there to be a *HoverManager* in the scene and is to be placed on gameobjects with a *Card* component.