CardSlot.cs

Properties

Private hoverManager : *HoverManager*
A reference to the *HoverManager* component in the parent gameobject

Private cardsPile *CardsPile*
A reference to the *CardsPile* component on this gameobject.

Private hasCard : *bool*
Keeps track of whether there is at least one card in this slot.

Private cardCount : *int*
Keeps track of how many cards are in this slot.

Private cardList : *List<Card>*
List of cards in this slot.

Private isFull : *bool*
Keeps track of whether this slot is full of cards.

Private maxCards : *int*
Maximum number of cards that can be in this slot.

Serialized slotAvailableMaterial : *Material* (deprecated)
Material used to identify that the slot is available to be played in.

Serialized slotUnavailableMaterial : *Material* (deprecated)
Material used to identify that the slot is unavailable to be played in.

Lifecycle Methods

Awake
Gets references for cardsPile and hoverManager. Initializes cardList.

Unity Messages

OnMouseEnter:
Sets the active card slot on the hoverManager to this.

OnMouseExit:
Clears the active card slot on the hoverManager.

Methods:

Public GetCardsPile

Parameters: None

Return: *CardsPile*

Returns a reference to the *CardsPile* component.

Public AddCard

Parameters:

card : *Card*

Card to be added to slot.

Return: None

Adds card to slot.

Public RemoveCard

Parameters:

card : Card

Card to be removed from slot.

Return: None

Removes card from slot.

Public GetCardList

Parameters: None

Return: *List<Card>*

Returns the list of cards in this slot.

Public HasCard

Parameters: None

Return: *bool*

Returns whether there is a card in this slot.

Public IsFull

Parameters: None

Return: *bool*

Returns whether this slot is full of cards.

Public RemoveAllCards

Parameters: None

Return: None

Removes all cards in this slot.

Scene Settings:

This component is there to also be a collider component on this gameobject. It expects to be a child of a *HoverManager* gameobject. It expects to have an empty placeholder object within its hierarchy.