Board.cs

Inherits from Zone.

Properties

Private discard : *Discard*

Reference to the *Discard* object in the scene.

Private cardSlots : *CardSlot[]*

Array of *CardSlot* childed to this object.

LifeCycleMethods

Awake

Initializes discard and cardSlots and base.cards

Methods

Public DiscardCardsOnBoard

Parameters: None

Return: None

Moves all cards currently on board to the discard.

Public DiscardCardsInSlot

Parameters:

slot : *CardSlot*

CardSlot who cards are being discarded.

Return: None

Discards all the cards in a particular *CardSlot*

Public BounceBoard

Parameters:

player : *Player*

Player to whom all cards on board are being bounced to.

Return: None

Public BounceCardsInSlot

Parameters:

player : *Player*

Player to whom cards are being bounced to.

> slot : CardSlot
>
> Slot from which cards are being bounced

Return: None

Bounces all the cards in slot to player.

Public IsCardOnBoard (deprecated)

Parameters:

> card : *Card*
>
> card to be checked.

Return: *bool*

Returns whether or not card is on the board.

Public GetCardSlots

Parameters: None

Return: *CardSlot[]*

Returns the array of *CardSlot* childed to the board.

Scene Settings:

This class assumes that all the *CardSlot*s are childed to this gameobject and that there is a *Discard*.