

## Discard.cs

Inherits from Zone.

## Properties

**Private** cardsPile : *CardsPile*

Reference to the associated *CardsPile* for the discard.

## Lifecycle Methods

*Awake*

Initializes cardsPile

## Methods

**Public** GetCardsPile (deprecated)

Parameters: None

Return: *CardsPile*

Returns a reference to the associated *CardsPile*

**Public New** Addcard

Parameters:

*card* : *Card*

Card to be added.

Return: None

Adds card to the discard.