Hand.cs

Inherits from Zone.

Properties

Private cardsPile : *CardsPile*

Reference to the associated *CardsPile*.

Private player : *Player*

Reference to the player whose hand this is.

Private handSize : *int*

Number of cards in hand.

Private playableCards : *List<Card>*

List of currently playable cards.

Private gameState : *GameState*

Reference to the *GameState* object.

Lifecycle Methods

Awake:

Initializes player, cardsPile, playableCards, and gameState.

Start;

Updates current hand size.

Methods

Public New AddCard

Parameters:

card : *Card*
Card to be added.

Return: None
Adds card to hand.

Public RecalcHandSize

Parameters: None

Return: None
Recalculates hand size.

Public GetHandSize

Parameters: None

Return: *int*
Returns number of cards in hand.

Public GetCardsPile

Parameters: None

Return: *CardsPile*
Returns reference to the associated *CardsPile.*

Public IsCardInHand

Parameters:

card : *Card*
Card to be checked.

Return: *bool*
Returns whether card is in hand.

Public IncreaseHandSize

Parameters: None

Return: None
Increments hand size and updates display.

Public DecreaseHandSize

Parameters: None

Return: None
Decrements hand size and updates display.

Public MakeHandUnplayable

Parameters: None

Return: None
Makes all cards in hand unplayable.

Public UpdatePlayableCards

Parameters:

cardsOnBoard : *List<Card>*
List of cards currently on the board.

Return: None
Updates which cards in hand are playable and unplayable depending on board and game state.

Public MakeCardPlayable

Parameters:

card : *Card*
Card to be made playable.

Return: None

Makes the card in hand playable.

Public GetPlayableCards

Parameters: None

Return: *List<Card>*

Returns the list of playable cards in hand.

Public GetCardsInHand (deprecated)

Parameters: None

Return: *List<Card>*

Returns the list of cards in hand.