Deck.cs

Inherits from Zone.

Properties

Serialized initialDeckComposition : *List<card>*
List of instances of all the cards to compose the starting deck.

Serialized cardsPile : *CardsPile*
Reference to the *CardsPile* associated with the deck.

Private audioSource : *AudioSource*
Reference to the *AudioSource* component on this gameobject. Audioclip is intended to be a shuffle sound.

Private cardList : *LinkedList<card>*
Ordered list to represent the deck state.

Private deckSize : *int*
Number of cards in the deck.

Lifecycle Methods

Awake
Initializes cardList and audioSource.

Methods

Public Shuffle

Parameters: None

Return: None

Performs a Fisher-Yates shuffle of the cardList followed by playing the audioclip.

Public Override AddCard

Parameters:

card : *Card*
Card to be added to deck.

Return: None

Adds card to the top of the deck.

Public DrawACard

Parameters:

player : *Player*
Player that will draw the card.

Return: None

Player draws a card from the top of the deck.

Public DrawCards

Parameters:

player : *Player*
Player to draw cards

cardNumber : *int*
Number of cards to be drawn.

Return: None

Player draws cardNumber of cards.

Public ReCalcDeckSize

Parameters: None

Return: None

Recalculates the deck size.

Public GetDeckSize

Parameters: None

Return: *int*
Returns the number of cards in the deck.

Public InitializeDeckComposition

Parameters: None

Return: None

Adds all the cards in initialDeckComposition to the deck, shuffles, and calculates deck size.

Public GetLastCard

Parameters: None

Return: *Card*
Returns a reference to the card on the bottom of the deck.