

Zone.cs

Base class for the *Hand*, *Discard*, *Board*, and *Deck* classes.

Properties

Protected cards : *Dictionary<string, Card>*

Dictionary keyed by a card's ID with value of reference to that card.

Lifecycle Methods

Awake

Initializes cards.

Methods

Public Static TransferCard

Parameters:

card : Card

Card to be transferred.

startZone : Zone

Zone where the card originated.

endZone : Zone

Destination for the card.

Return: None

Transfers card from the startZone to the endZone.

Public Virtual AddCard

Parameters:

card : Card

Card to be added to this zone.

Return: None

Public Virtual RemoveCard

Parameters:

card : Card

Card to be removed from this zone.

Return: None