# Card.cs

# Properties

## **Serialized** rank : *int*

Card’s rank.

## **Serialized**suit : *Suit*

Card’s suit.

## **Serialized** cardSelectionFrame : *GameObject*

Frame used for highlighting card for selection.

## **Serialized** currentZone : *Zone*

Zone in which the card currently resides.

## **Serialized** playableMaterial : *Material*

Material to show when the card is playable.

## **Serialized** unplayableMaterial : *Material*

Material to show when the card is not playable

## **Public** ID : *string*

The ID by which the card is referred to by.

## **Public** isAttacking : *bool*

Whether the card is currently attacking.

## **Public** isDefended : *bool*

Whether the card has been defended.

## **Private** canBePlayed : *bool*

Whether the card can currently be played.

## **Public** defendedByCard : *Card*

Card that is defending against this card.

## **Public** onBoard : *bool*

Whether the card is currently on the board.

## **Public** isTrumpSuit : *bool*

Whether the card’s suit is the trump suit.

## **Public** cardholder : *cardholder*

Reference to the player who is holding this card in hand.

## **Private** gameState : *Gamestate*

Reference to the *GameState* object in the scene.

## **Private** cardSelectionFrameRenderers : *MeshRenderer[]*

Array of references to the *MeshRenderer* components in the card’s cardSelectionFrame.

## **Private** cardImageRenderers : *SpriteRenderer[]*

Array of references to the *SpriteRender* components on the various parts of the card.

# Lifecycle Methods

## Awake

Finds references for thegameState, cardSelectionFrameRenderes, and cardImageRenderers.

## Start

Determines whether the card’s suit is trump suit and disables the card’s hover displays.

# Unity Messages

## OnTriggerEnter

Modifies onBoard

## OnTriggerExit

Modifies onBoard

# Methods

## **Public** SetCurrentZone

### Parameters:

#### zone : *Zone*

Zone that this card’s currentZone is going to be set to.

### Return: None

## **Public** GetCurrentZone

### Parameters: None

### Return: None

Returns the card’s currentZone.

## **Public** GetSuit

### Parameters: None

### Return: *Suit*

Returns the card’s suit.

## **Public** GetRank

### Parameters: None

### Return: *int*

Returns the rank of the card.

## **Public** TogglerCardHoverState

### Parameters:

#### value : *bool*

Whether or not the card is being currently hovered,

### Return: None

Toggles card selection displays.

## **Private** TogglerCardHoverImage

### Parameters:

#### value : *bool*

Whether or not the card is being currently hovered.

### Return: None

Toggles the card’s hover over image.

## **Private** ToggleSelectionFrameRenderers

### Parameters:

#### value : *bool*

Whether or not the card is being currently hovered.

### Return: None

Toggles the cardSelectionFrameRenderers.

## **Public** ToggleCardPlayability

### Parameters:

#### value : *bool*

Whether or not the card is currently playable

### Return: None

Toggles the card’s playability state and applies the associated materials to the renderers.

## **Public** CanBePlayed

### Parameters: None

### Return: *bool*

Returns whether the card can be played.