# CardMovementHandler.cs

# Properties

## **Private** card : *Card*

Reference to the card object this is responsible for moving.

## **Private** screenPoint : *Vector3*

Vector to store card’s original position on screen.

## **Private** offset : *Vector3*

Offset between object’s original position and the projection of cursor onto world space.

## **Private** activeCardSlot : *CardSlot*

*CardSlot* that the card will be played onto if any.

## **Private** hoverManager : *HoverManager*

Reference to the *HoverManager* object in the scene.

## **Public** hasActiveCardSlot : *bool*

Whether or not this currently has an activeCardSlot

## **Public** isMovingSomething : *bool*

Whether or not a card is currently being moved.

## **Private** originalPosition : *Vector3*

The original position of that card in world space.

# Lifecycle Methods

## Awake

Gets references to card and hoverManager.

# Unity Messages

## OnMouseDown

Initializes the original position of the card and sets up the card to be moved.

## OnMouseDrag

Drags the card along with the cursor.

## OnMouseDown

Plays card into slot if possible, otherwise card snaps back to original position.

## OnMouseExit

Turns off card hover toggles.

## OnMouseEnter

Turns on card hover toggles.

# Methods

## **Public** SetActiveCardSlot

### Parameters:

#### cardSlot : *CardSlot*

*CardSlot* currently being hovered.

### Return: None

Sets currently hovered *CardSlot* as active.

## **Public** ClearActiveCardSlot

### Parameters: None

### Return: None

Clears active card slot.

# Scene Settings

This component expects there to be a *HoverManager* in the scene and is to be placed on gameobjects with a *Card* component.