# Board.cs

Inherits from Zone.

# Properties

## **Private** discard : *Discard*

Reference to the *Discard* object in the scene.

## **Private** cardSlots : *CardSlot[]*

Array of *CardSlot* childed to this object.

# LifeCycleMethods

## Awake

Initializes discard and cardSlots and base.cards

# Methods

## **Public** DiscardCardsOnBoard

### Parameters: None

### Return: None

Moves all cards currently on board to the discard.

## **Public** DiscardCardsInSlot

### Parameters:

#### slot : *CardSlot*

*CardSlot* who cards are being discarded.

### Return: None

Discards all the cards in a particular *CardSlot*

## **Public** BounceBoard

### Parameters:

#### player : *Player*

Player to whom all cards on board are being bounced to.

### Return: None

## **Public** BounceCardsInSlot

### Parameters:

#### player : *Player*

Player to whom cards are being bounced to.

#### slot : CardSlot

Slot from which cards are being bounced

### Return: None

Bounces all the cards in slot to player.

## **Public** IsCardOnBoard (deprecated)

### Parameters:

#### card : *Card*

card to be checked.

### Return: *bool*

Returns whether or not card is on the board.

## **Public** GetCardSlots

### Parameters: None

### Return: *CardSlot[]*

Returns the array of *CardSlot* childed to the board.

# Scene Settings:

This class assumes that all the *CardSlot*s are childed to this gameobject and that there is a *Discard*.