# CardSlot.cs

# Properties

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

A reference to the *HoverManager* component in the parent gameobject

## **Private** cardsPile *CardsPile*

A reference to the *CardsPile* component on this gameobject.

## **Private** hasCard : *bool*

Keeps track of whether there is at least one card in this slot.

## **Private** cardCount : *int*

Keeps track of how many cards are in this slot.

## **Private** cardList : *List<Card>*

List of cards in this slot.

## **Private** isFull : *bool*

Keeps track of whether this slot is full of cards.

## **Private** maxCards : *int*

Maximum number of cards that can be in this slot.

## **Serialized** slotAvailableMaterial : *Material* (deprecated)

Material used to identify that the slot is available to be played in.

## **Serialized** slotUnavailableMaterial : *Material* (deprecated)

Material used to identify that the slot is unavailable to be played in.

# Lifecycle Methods

## Awake

Gets references for cardsPile and hoverManager. Initializes cardList.

# Unity Messages

## OnMouseEnter:

Sets the active card slot on the hoverManager to this.

## OnMouseExit:

Clears the active card slot on the hoverManager.

# Methods:

## **Public** GetCardsPile

### Parameters: None

### Return: *CardsPile*

Returns a reference to the *CardsPile* component.

## **Public** AddCard

### Parameters:

#### card : Card

Card to be added to slot.

### Return: None

Adds card to slot.

## **Public** RemoveCard

### Parameters:

#### card : Card

Card to be removed from slot.

### Return: None

Removes card from slot.

## **Public** GetCardList

### Parameters: None

### Return: *List<Card>*

Returns the list of cards in this slot.

## **Public** HasCard

### Parameters: None

### Return: *bool*

Returns whether there is a card in this slot.

## **Public** IsFull

### Parameters: None

### Return: *bool*

Returns whether this slot is full of cards.

## **Public** RemoveAllCards

### Parameters: None

### Return: None

Removes all cards in this slot.

# Scene Settings:

This component is there to also be a collider component on this gameobject. It expects to be a child of a *HoverManager* gameobject. It expects to have an empty placeholder object within its hierarchy.