# Deck.cs

Inherits from Zone.

# Properties

## **Serialized** initialDeckComposition : *List<card>*

List of instances of all the cards to compose the starting deck.

## **Serialized** cardsPile : *CardsPile*

Reference to the *CardsPile* associated with the deck.

## **Private** audioSource : *AudioSource*

Reference to the *AudioSource* component on this gameobject. Audioclip is intended to be a shuffle sound.

## **Private** cardList : *LinkedList<card>*

Ordered list to represent the deck state.

## **Private** deckSize : *int*

Number of cards in the deck.

# Lifecycle Methods

## Awake

Initializes cardList and audioSource.

# Methods

## **Public** Shuffle

### Parameters: None

### Return: None

Performs a Fisher-Yates shuffle of the cardList followed by playing the audioclip.

## **Public Override** AddCard

### Parameters:

#### card : *Card*

Card to be added to deck.

### Return: None

Adds card to the top of the deck.

## **Public** DrawACard

### Parameters:

#### player : *Player*

Player that will draw the card.

### Return: None

Player draws a card from the top of the deck.

## **Public** DrawCards

### Parameters:

#### player : *Player*

Player to draw cards

#### cardNumber : *int*

Number of cards to be drawn.

### Return: None

Player draws cardNumber of cards.

## **Public** ReCalcDeckSize

### Parameters: None

### Return: None

Recalculates the deck size.

## **Public** GetDeckSize

### Parameters: None

### Return: *int*

Returns the number of cards in the deck.

## **Public** InitializeDeckComposition

### Parameters: None

### Return: None

Adds all the cards in initialDeckComposition to the deck, shuffles, and calculates deck size.

## **Public** GetLastCard

### Parameters: None

### Return: *Card*

Returns a reference to the card on the bottom of the deck.