# Hand.cs

Inherits from Zone.

# Properties

## **Private** cardsPile : *CardsPile*

Reference to the associated *CardsPile*.

## **Private** player : *Player*

Reference to the player whose hand this is.

## **Private** handSize : *int*

Number of cards in hand.

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

List of currently playable cards.

## **Private** gameState : *GameState*

Reference to the *GameState* object.

# Lifecycle Methods

## Awake:

Initializes player, cardsPile, playableCards, and gameState.

## Start;

Updates current hand size.

# Methods

## **Public New** AddCard

### Parameters:

#### card : *Card*

Card to be added.

### Return: None

Adds card to hand.

## **Public** RecalcHandSize

### Parameters: None

### Return: None

Recalculates hand size.

## **Public** GetHandSize

### Parameters: None

### Return: *int*

Returns number of cards in hand.

## **Public** GetCardsPile

### Parameters: None

### Return: *CardsPile*

Returns reference to the associated *CardsPile.*

## **Public** IsCardInHand

### Parameters:

#### card : *Card*

Card to be checked.

### Return: *bool*

Returns whether card is in hand.

## **Public** IncreaseHandSize

### Parameters: None

### Return: None

Increments hand size and updates display.

## **Public** DecreaseHandSize

### Parameters: None

### Return: None

Decrements hand size and updates display.

## **Public** MakeHandUnplayable

### Parameters: None

### Return: None

Makes all cards in hand unplayable.

## **Public** UpdatePlayableCards

### Parameters:

#### cardsOnBoard : *List<Card>*

List of cards currently on the board.

### Return: None

Updates which cards in hand are playable and unplayable depending on board and game state.

## **Public** MakeCardPlayable

### Parameters:

#### card : *Card*

Card to be made playable.

### Return: None

Makes the card in hand playable.

## **Public** GetPlayableCards

### Parameters: None

### Return: *List<Card>*

Returns the list of playable cards in hand.

## **Public** GetCardsInHand (deprecated)

### Parameters: None

### Return: *List<Card>*

Returns the list of cards in hand.