# StatusUpdater.cs

# Properties

## **Serialized** thinkingText : *Text*

Reference to the *Text* object for displaying whether the AI is currently thinking.

## **Serialized**cardsInHandText : *Text*

Reference to the *Text* object for displaying how many cards are in a player’s hand.

# Lifecycle Methods

## Awake

Disables the thinkingText object.

# Methods

## **Public** UpdateThinkingText

### Parameters:

#### value : *bool*

Whether the text will be turned on or off.

### Return: None

Turns on and off the thinkingText display.

## **Public** UpdateCardsInHand

### Parameters:

#### cards : *int*

How many cards are in the player’s hand.

#### name : *string*

Player’s name

### Return: None

Updates the display with the player’s name and number of cards in hand.