# GameState.CS

# Properties:

## **Serialized** baseHandSize : *int*

Number of cards in hand each player starts with and number of cards in hand that each player refills up to

## **Serialized** initialAttacker : *int*

Number of the player to the right of the first player to attack in a game

## **Private** currentDefender : *int*

Number of the player that is defending this turn

## **Private** currentAttacker : *int*

Number of the player that is attacking this turn

## **Private** trumpSuit : *Suit*

Suit that is the trump suit this game.

## **Private** players : *Player[]*

Array containing all the players in this game

## **Private** deck : *Deck*

Reference to the deck gameobject

## **Private** board : *Board*

Reference to the board gameobject

## **Private** defenseSuccessful : *bool*

Property to keep track whether defense was successful this turn

## **Private** humanPlayer : *Player*

Reference to which player is not controlled by an AI

## **Private** endGameHandler : *EndGameHandler*

Reference to the endGameHandler gameobject

# Lifecycle Methods:

## Awake:

Initializes the players, deck, board, and endGameHandler properties

## Start:

Runs StartGame to set up initial game state

# Methods:

## **Private** SetTrumpSuit

### Parameters:

#### suit : Suit

The Suit that trumpSuit will be set ti

### Return: None

## **Public** GetTrumpSuit

### Parameters: None

### Return: *Suit*

Returns the value of the trumpSuit property

## **Private** StartGame

### Parameters: None

### Return: None

Sets up initial game state

### **Public** TryToEndTurn

### Parameters: None

### Return: None