# Zone.cs

Base class for the *Hand, Discard, Board,* and *Deck* classes.

# Properties

## **Protected** cards : *Dictionary<string, Card>*

Dictionary keyed by a card’s ID with value of reference to that card.

# Lifecycle Methods

## Awake

Initializes cards.

# Methods

## **Public Static** TransferCard

### Parameters:

#### card : *Card*

Card to be transferred.

#### startZone : *Zone*

Zone where the card originated.

#### endZone : *Zone*

Destination for the card.

### Return: None

Transfers card from the startZone to the endZone.

## **Public Virtual** AddCard

### Parameters:

#### card : *Card*

Card to be added to this zone.

### Return: None

## **Public Virtual** RemoveCard

### Parameters:

#### card : *Card*

Card to be removed from this zone.

### Return: None