

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using System;

public class CardModel
{
    //カードのid
    public int CardID;

    //カードの名前
    public string CardName;
    //ジャンケンID
    public int Janken;
    //ジャンケンの手
    public Sprite JankenSprite;
    //カード背景ID
    public Sprite Back;

    //カードの背景画像
    public Sprite CardSprite;

    //カードの攻撃力の値
    public int CardAttack;
    //カードの防御力の値
    public int CardDefense;

    public Sprite Rarity;

    public CardModel(int cardID) // データを受け取り、その処理
    {
        CardEntity cardEntity = Resources.Load<CardEntity>("CardEntityList/Card" + cardID); // CardEntityのパス

        CardID = cardEntity.ID;
        CardName = cardEntity.cardName;
        Janken = cardEntity.janken;
        JankenSprite = Resources.Load("Creatures/" + cardEntity.janken,typeof(Sprite) ) as Sprite;
        Back = Resources.Load("CardBackGround/" + cardEntity.backID,typeof(Sprite) ) as Sprite; // CardEntityのパス
        CardSprite = cardEntity.cardSprite;
        CardAttack = cardEntity.cardAttack;
        CardDefense = cardEntity.cardDefense;
        Rarity = Resources.Load("CardRank/" + cardEntity.rarity,typeof(Sprite) ) as Sprite;

    }
}

```