

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

```
[CreateAssetMenu(fileName = "CardEntity", menuName = "Create CardEntity")]
```

```
public class CardEntity : ScriptableObject
{
```

```
    //カードのID
```

```
    public int ID;
```

```
    //カードの名前
```

```
    public string cardName;
```

```
    //カードのジャンケン画像
```

```
    public int janken;
```

```
    //カードの背景画像
```

```
    public int backID;
```

```
    //カードの生き物の画像
```

```
    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;
```

```
    //レアリティ
```

```
    public int rarity;
```

```
}
```