|  |  |  |  |
| --- | --- | --- | --- |
| **Class** | **Fields** | **Methods** | **Properties** |
| Card (abstract) | Name – string  Text – string  Art – sprite  Target – GameObject  Stats – vector3 | Void LoadCard(GameObject)  Include any generic animation code here | Name – string  Text – string |
| Player (Card) | Special move – delegate | Void ChangeNeigh()  Void SpendStatsSit()  Void SpendStatsCrime()  Void AddSitch()  Void LowerCrime()  Void UseSpecial() | Int Moxie  Int Strength  Int Strength |
| Major Crime (card) | Tiers – List<Situation>  StatsSpent – vector3  Modifiers – vector3 | Void TriggerNegOutcome()  Void TriggerPosOutcome()  Void TriggerImmEffect()  Void TriggerOngEffect() |  |
| Situation (MajorCrime) |  |  |  |
| Mob Boss (card) | Revealed – bool  Loss Condition – bool?  StatsSpent – vector3  Modifiers – vector3 | Void TriggerNegOutcome()  Void TriggerPosOutcome()  Void TriggerImmEffect()  Void TriggerOngEffect()  Void Reveal()  Void CheckLossCondition() | Bool IsActive |
| Police Chief (card) | Angry – float  Happy – float  Worried – float  Suspicious – float | Void DoNothing()  Void RevealSitch()  Void GrantComm()  Void RewardInves()  Void IntAffairs()  Void CalculateMood() |  |
| GameManager | Instance – GameMan  currPlayer – Player  players – List<player>  majorCrime – MajorCrime  situations – List<situations>  mobBoss – MobBoss  policeChief - PoliceChief | Void PassTurn()  Void LoadGame()  Void EndGame()  Void CullInactive()  Void Audio | Instance – Gamemanager |
| AudioManager | AudioClip  AudioMixer | Void PlaySound()  Void SetVolume()  Void GetVolume() | Bool InGame  AudioSource BkgdSourc  AudioSource UISourc |
| ToolTip | Text tipDisplay  CanvasGroup canvasGroup  Timer displayDelay  Timer switchDelay | Void Initialize  Void DisplayText  Void StopDisplay  IEnumerator ModifTip  IEnumerator FadeIn  IEnumerator FadeOut | String GenTip  String DescripTip  Vector2 Scale |