# Simple Card Draw And Hand

This asset is designed to create a card object, move the object to the player's hand position, automatically unfold the card, and use the card as a click drag.

You can check and play the structure in the Demo scene. The description below describes the Prefab settings and script features, and includes annotations that allow you to understand the structure within the script.

Setting: Prefab
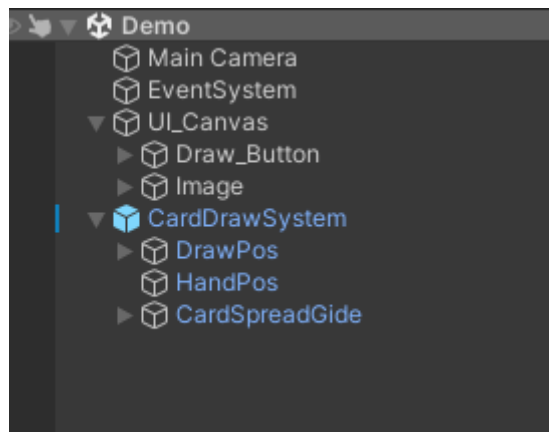
1. Load the CardDrawSystem in the prefabs folder into Hierarchy.

2. Move the child object DrawPos to the desired coordinates. This coordinate creates a card object.

3. Move another child object, HandPos, to the desired location. The selected card object moves to this coordinate.

   *CardSpreadGuide is moved to the strip, so it does not need to be moved manually.

Script: CardDrawSystem
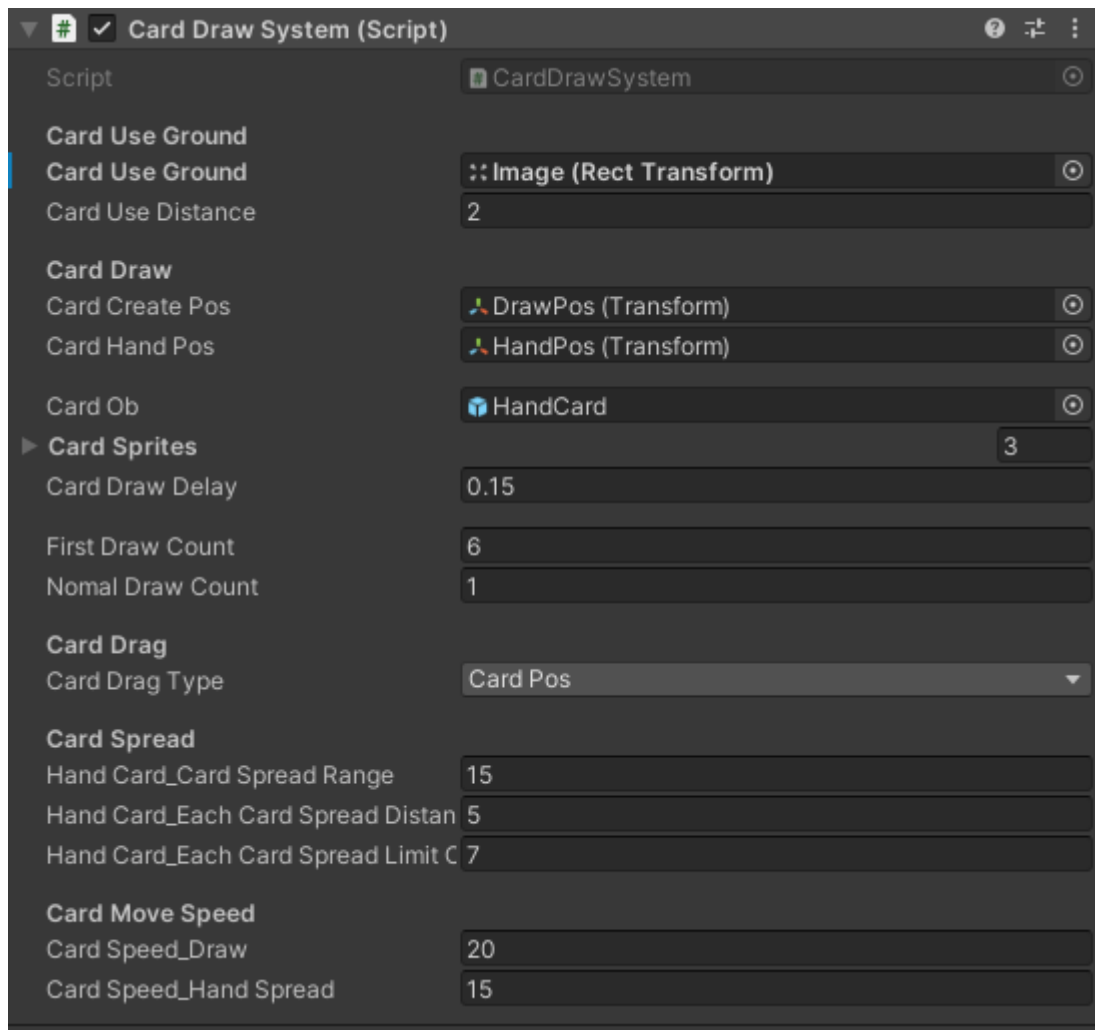
CardUseGround: The location of the object used by dragging the card. If you call from Prefab, you need to set the location.
CardUseDistance: If the CardUseDistance value is lower than the CardUseDistance value when you drag a card object into the CardUseGround, the card is used. You can enter any number you want.

CardCreatePos: The location where the card object is created.
CardHandPos: The reference coordinates in which the generated card object moves and expands.

CardOb: Card object.
CardSprites: Use one random image in this list when a card is created.
CardDrawDelay: The delay time that the next card object is created when multiple cards are drawn.

FirstDrawCount: The number of cards you pick at the start of the first game.
NomalDrawCount: It's the number of cards you pull out.

CardDragType: Select the type of card you want to drag.
        CardPos: When you select a card, it moves in its own coordinates.

MousePos: When you select a card, it is first fixed to the mouse coordinates.

HandCard_CardSpreadRange: The interval between the cards to the left and right.
HandCard_EachCardSpreadDistance: The interval between each card.
* The HandCard_CardSpreadRange and HandCard_EachCardSpreadDistance can be adjusted to expand the card in a variety of ways. The above figures should not be negative.

HandCard_EachCardSpreadLimitCount: If you pull more cards than this number, the card will no longer expand and only narrow the gap on the card.

CardSpeed_Draw: The speed at which the pulled card moves to the hand position when the card is pulled.
CardSpeed_HandSpread: The speed at which the card in the hand position is unfolded and returned to its original position.

Script: HandCardSystem
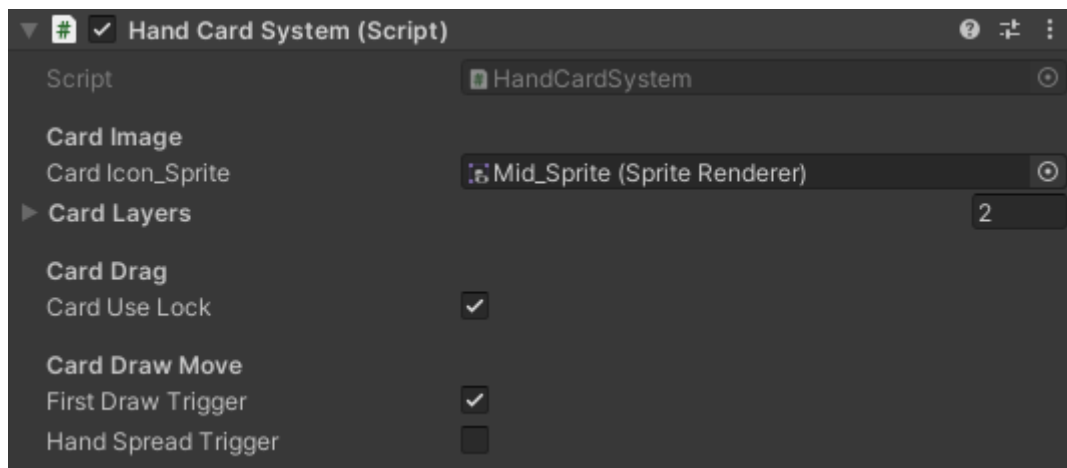
* The HandCard in Prefabs is an object that is created when the card is drawn and created in the CardDrawSystem script.

CardIcon_Sprite: SpriteRender for changing the image in the center of the card.

CardLayers: This is the setting to set the layer of the card you pulled out.

CardUseLock: Bool that prevents the player from using the card.

FirstDrawTrigger: Bool for displaying card pull status. The card is used to move to the hand position.

HandSpreadTrigger: Bool for displaying the status of the card moved to the hand position.