* Assets
  + All back and front sprites for card are created by me.
  + The button sprite was created by me in photoshop
* For the background sprite, I got it from <https://assetstore.unity.com/packages/2d/free-2d-mega-pack-177430>
* For making it small and large, I got it from
  + <https://www.youtube.com/watch?v=0qlxrnD_8DQ>

transform.localScale = new Vector2(

(Mathf.Lerp(transform.localScale.x, transform.localScale.x + 0.005f, Mathf.SmoothStep(0f, 1f, 1))),

* + (Mathf.Lerp(transform.localScale.y, transform.localScale.y + 0.005f, Mathf.SmoothStep(0f, 1f, 1))));
* Randomizing string lists

int n = ranList.Count;

while (n > 1)

{

n--;

int k = random.Next(n + 1);

string value = ranList[k];

ranList[k] = ranList[n];

ranList[n] = value;

}

* + I got it from <https://stackoverflow.com/questions/273313/randomize-a-listt>