

SHADOWJACK

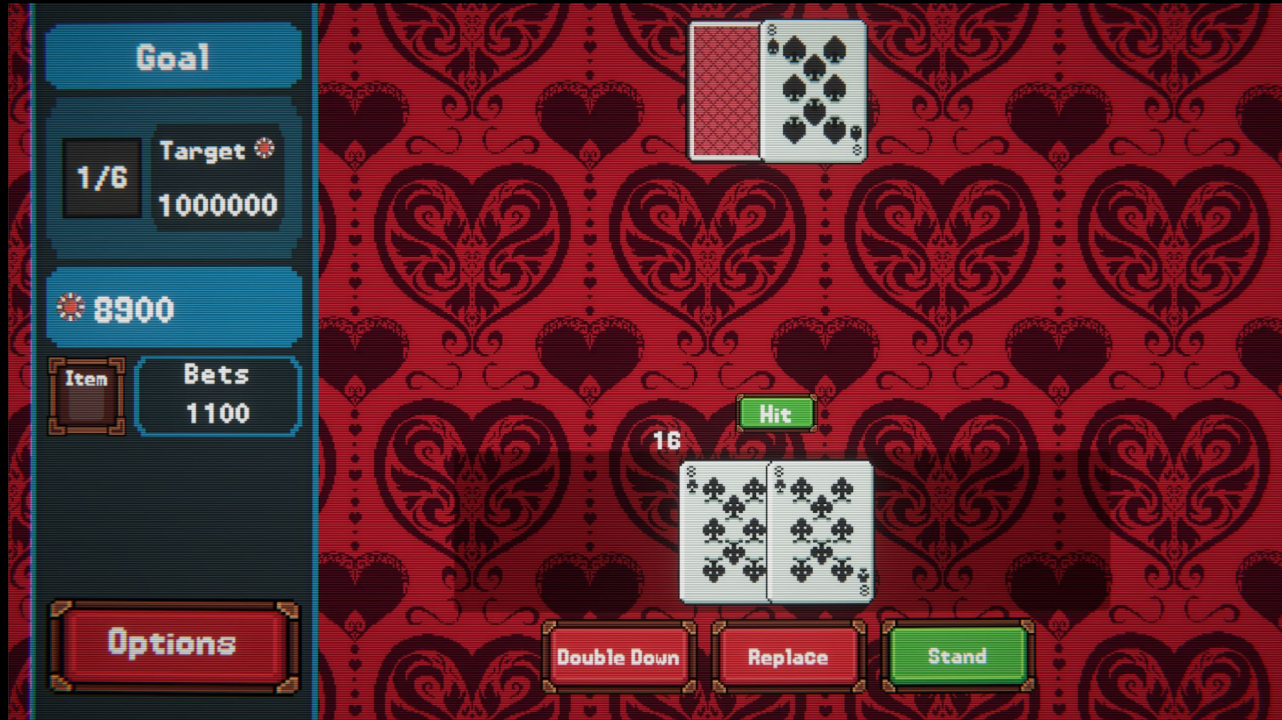


Object of the Game

Each participant attempts to beat the dealer by getting a count as close to 21 as possible, without going over 21.



Enemy's hand



Your hand

Your
currency,
also
doubles as
a score
system and
HP!



Hit: Draw one card to add to your total. But beware—if your total exceeds the Burst Limit, you **lose the round**.

Replace: Call for a replacement! Discard one of your cards, and draw a random card from the deck. Note: Replacement cards are guaranteed to have at least 5 copies still remaining in the deck.

Double Down: Double your bet and draw one final card. Your turn ends automatically, and your result is compared with the dealer's.

Array and List mod



Its hard to know what the enemy's cards are during debugging, so I added code that allows us to do so!

Make an array version of the card List (we won't change the list because its better to keep the dynamic size)

```
public Card[] CardsArray => cards.ToArray();
```

Add the actual function at the bottom, itll just be using the premade card structure like rank for the names

```
public void DebugPrintCardsArray()
{
    // we bring the newly added array here
    Card[] cardArray = CardsArray;

    // make a string thats just the card rank so we can clearly read the enemy cards from the debug
    string output = string.Join(", ", cardArray.Select(card => card.rank.ToString()).ToArray());
    Debug.Log("Cards Array: " + output);
}
```

Call it anywhere! here we put it in the addCard function to auto call it everytime the hand gets a new card

```
DebugPrintCardsArray();
```

