

Data

Bolster (Card)

Open

Script

Card

Data

▼ Tooltips

3 items

+

Power (Tooltip Data)

Limit (Tooltip Data)

Groggy (Tooltip Data)

Start Vars

Card Name

Bolster

Card Description

Apply 1 {power}Power{/power} and 1 {groggy}Groggy{/groggy}.<br>{limit}Limit: #lim{/limit}.

▼ Moves

1 item

+

Base

Move Type

Apply Status

Animation

Feedback String

Twirl

Hit Feedback String

GetBuffed

VFX

Wait Until Effect

0.23

Wait Until Continue

0.1

Spawn Prefab When

After

Hit Prefab

None (Game Object)

Hit Prefab Y Offset

0

Effects

Cards To Draw

0

Special Effects

Empty

+

► Statuses To Apply

2 items

+

Rarity

0

Icon

None (Sprite)

Cost

8

▼ Keywords

Start Vars

Limit

2

Spiritual

☐

Rebound

☐

Discard Limit Number

0

Force Discard

☐

Force Limit

☐

Using Vars

Current Limit

0

Target Type

Player

Misc

Sp Change On Use

0

## Timeline

Date	Milestone
14/05/2023	Display graphics on GUI
21/05/2023	Display a text area that is modifiable
28/05/2023	Have multiple text areas corresponding to the data
04/06/2023	Add customizable text areas by user and give them custom variable types
11/06/2023	Have a resizable window for the GUI
18/06/2023	Save data put in the text area in a file
25/06/2023	Load data from previous save into the text areas
02/07/2023	EXTENSION: Save as a unity scriptable object instead of a plaintext file
09/07/2023	EXTENSION: Load a unity scriptable object instead of a plaintext file