Card Game documentation

Scenes flow

We have 4 scenes in the game
1. StartMenu
    a. This is a boot scene
2. Creator
    a. This scene helps in creating different levels for the game
3. LevelSelector
    a. This shows all created levels in the game
4. Gameplay
    a. This contains gameplay

Flow diagram:

Scriptable object and use
- CardData: this contains all card sprites
- GridLayoutData: this contains all possible grid layout
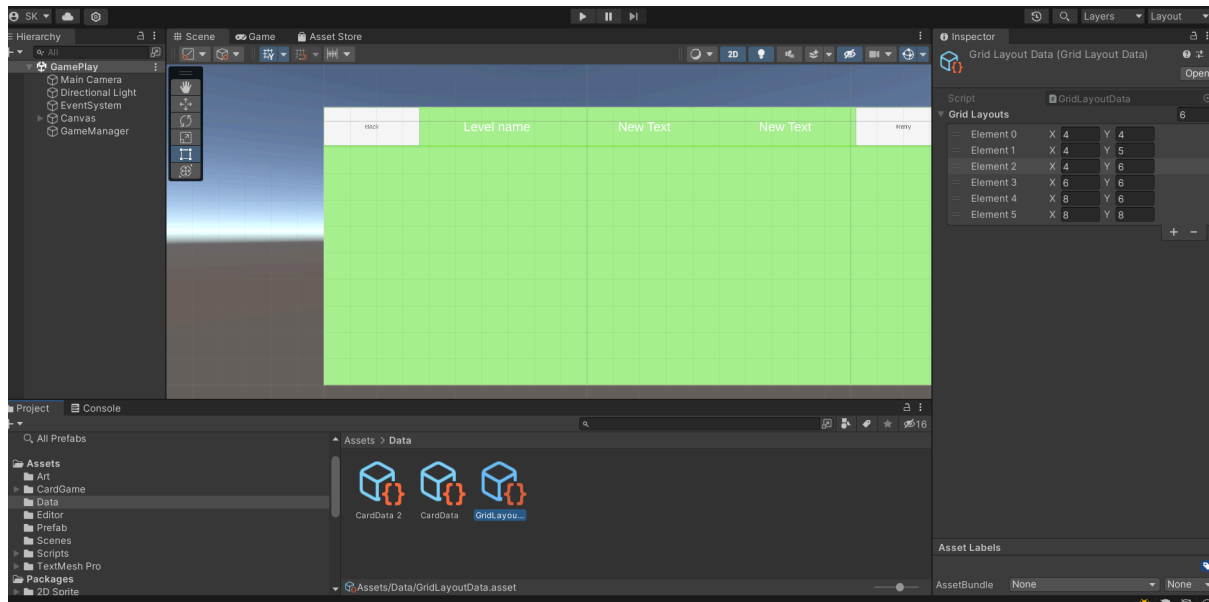
How to Create Level

Check the video in the git

Scripts and functionality

- StartMenu
  - This is responsible for taking you to the "Creator" scene or "LevelSelector" scene
- GameConstants
  - This contains all constant values
- CardData
  - This is a scriptable-object which contains all sprite images for the card
- LevelData
  - This contains all level-related data such as grid size, pattern
  - And time-period for that level
- GenericLayoutHandler
  - This is a generic abstract class which makes grid layouts
  - It shares a common logic for the "Creator" scene as well as the "Gameplay" scene
- GenericPool
  - This is a generic class responsible for creating and maintaining the pool of objects.
  - It is used for optimisation.
- MsFileExtension
  - This is an extension class used for reading and writing in a file.
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- Card
  - This class contain basic card logic such as UI-image and button call back etc.
- CardLayoutHandler
  - This class is responsible for creating grid layouts
- CardSelector
  - This class is responsible for card selection logic
- GridLayoutData
  - This is a scriptable object responsible for all possible grid data.
- LevelDataManager
  - This is responsible for maintaining level data such as loading and saving
- LevelDesigner
  - This is a Main class that binds all functionality and facilitates the level creation
  - Updated All UI such as name, time of the level etc
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- GameCard
  - This class contain basic card logic such as UI-image and button call back etc.
- GameCardGridLayoutHandler
  - This class is responsible for creating grid layouts

- GameManager
  - This is a binder class, which binds all functionality.
  - Also, maintain score
  - Update UI
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- LevelSelector
  - This class display all level
  - And on selecting any level loads it