\*Open with WordPad

**TEST INPUT**

A = AddCard(Card \_card)

S = AddCard(Player.selectedCard, \_pos)

D = AddCard(Player.selectedCard, \_pos, \_amount)

F = RemoveCard()

G = RemoveCard(Player.Position \_pos)

H = RemoveCard(Card \_data)

J = RemoveCard(Card \_data, Player.Position \_pos, Player.Amount \_amount)

1 = Set \_pos to 'top' of the deck

2 = Set \_pos to 'middle' of the deck

3 = Set \_pos to 'bottom' of the deck

**Deck**

**public void AddCard()**

*Adds a card to the deck. The function does the following:*

*[0]Creates a card in game*

*[1]Adds the card to the deck*

*[2]Renames the card "[name of card] + deck.Count*

*[3]Parents the card under the deck*

**public void AddCard(Card \_card)**

*Adds a card to the deck. A card must be selected first. The function does the following:*

*[0]Physically moves the card to the deck*

*[1]Adds the card to the deck*

*[2]Renames the card "[name of card] + deck.Count*

*[3]Parents the card under the deck*

**public void AddCard(Card \_card, Player.Position \_pos)**

*Adds a card to the top of the deck (the top being the last card added and not the card at position 0 in the deck). A card must be selected first. The function does the following:*

*[0]Physically moves the card to the deck*

*[1]Checks to see what the desired position is (whether it is the top, middle, or bottom)*

*[2]Adds the card to the specified position*

*[2]Renames the card to "[name of card] " + the current count of items in the deck*

**public void AddCard(Card \_card, Player.Position \_pos, Player.Amount \_amount)**

*Adds an amount of selected cards to the position of the deck. The function does the following:*

*[0]Physically moves the card to the deck*

*[1]Adds the specified amount of cards*

*[2]Checks to see what the desired position (top, middle, or bottom)*

*[3]Parents the cards under the deck*

*\*needs more testing*

**public void RemoveCard()**

*Removes the card at the top of the deck. The function does the following:*

*[0]Destroys the gameObject at the top of the deck*

*[1]Removes the card at the top of the deck*

**public void RemoveCard(Card \_card)**

*Removes the selected card. The selected card is chosen by the user with the mouse. Only one click is needed to select the card. In the test enviroment, press 'H' to remove the selected card. The function does the following:*

*[0]Destroys the gameObject matching the selected card*

*[1]Removes the selected card from the deck*

**public void RemoveCard(Player.Position \_pos)**

*Removes the card at the specified position (top, middle, or bottom). The function does the following:*

*[0]Checks the position*

*[1]Destroys the gameObject at the position specified*

*[2]Removes the card at the position from the deck*

**public void RemoveCard(Player.Position \_pos, Player.Amount \_amount)**

*Removes an amount of cards from the specified position (top, middle, or bottom). The function does the following:*

*[0]Checks for the specified position*

*[1]Destroys the gameObjects at the specified position*

*[2]Removes the cards from the deck*

*\*needs more testing*

**public void RemoveCard(Card \_card, Player.Position \_pos, Player.Target \_target)**

*Removes the selected card from the specified position (top, middle, or bottom) and moves it to the chosen target (deck, hand, field, or subconscious).*

*\*not implemented yet*

**void Shuffle()**

**void Sort()**

**Player**

**public enum Position { top = 0, middle = 1, bottom = 2 };**

**public enum Amount { one = 1, two = 2, three = 3, four = 4, five = 5 };**

**public enum SortBy { Alpha, Type, Cost };**