**EffectManager.cs**

Description: This script handles the spells’ and abilities’ effects after the target is chosen.

Methods that you would likely want to modify when customizing your game:

|  |  |
| --- | --- |
| **Method** | **Description** |
| public static void DoEffect(bool AI, card effectcard, int effect\_number) | Determines what the effect is and calls the method accordingly. **If you want to add a custom effect**, add a switch case here and a new method for the new effect similar to other effects’ methods (see list below). |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

The following methods can be useful in your custom effects and mechanics. I don't recommend modifying these unless absolutely needed, as it can break existing functionality.

|  |  |
| --- | --- |
| **Method** | **Description** |
| public static List<card> TurnedCreatures(List<card> creatureslist) | Returns the list of all turned creatures in creatureslist |
| public static GameObject HighestAttackCreature(List<card> creatureslist) | Returns the creature with the highest attack in creatureslist |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

These methods are central to the kit's functionality. I don't recommend modifying the following methods or using them on their own:

|  |  |
| --- | --- |
| **Method** | **Description** |
| public static void GetTargets(bool AI) | Adds either the player’s or the enemy’s targets to the effect targets list. |
| public static void PlaceCreature(bool AI, int Index = -1, card effectcard = null) | Precoded effects that you can use in your spells right away without coding. Don’t modify these, add a new custom effect instead.  Precoded effects that you can use in your spells right away without coding. Don’t modify these, add a new custom effect instead. |
| public static void GainMana(bool AI, int amount) |
| public static void PutTargetCardInHand(bool AI=false) |
| public static void DrawCard(bool AI, int param) / |
| public static void Heal(bool AI, int param) |
| public static void Damage(bool AI, int param, int cardid=-1) |
|  |
| public static void Buff(bool AI, int param, int BuffType, bool EOT ) |
| public static void Debuff(bool AI, int param, int Debufftype, bool EOT) |
| public static void Brawl(bool AI) |
| public static void UntapTarget(bool AI) |
| public static void DestroyCreature(bool AI) |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |