**abilities.cs**

Description: This script is added to each creature card when it it drawn/enters game some other way. It handles the various creature abilities (on entry, activated, on kill, etc…) It also displays the activated abilities menu when player right-clicks on a creature.

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

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| **Method** | **Description** |
| public void OnGUI() | Displays the activated abilities’ menu. By default if the ability has a custom name, displays it like this: “Fireball, cost: 2”. If the ability doesn’t have a name, displays it as “Use ability, cost: 2” **Modify if you want to customize the activated abilities menu.** |
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These methods are central to the kit's functionality. I don't recommend modifying the following methods or using them on their own:

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| **Method** | **Description** |
| void UpdateActivatedAbilities() | Is called when the abilities script is first attached to the card. It makes a list of this creature’s effects that are activated abilities to display in menu. |
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| public void OnEnter(bool AI=false) | Finds the abilities that are triggered on creature entry and starts doing their effects. |
| public void OnKill(bool AI=false) | Finds the abilities that are triggered when the creature killed an enemy and starts doing their effects. |
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