**playerDeck**

Description: a singleton class, handles parsing DB, collection and deck, the drawing and displaying of cards and making new cards.

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

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| **Method** | **Description** |
| void UpdateEffects (card tempcard) | Used in LoadCardStats() to parse card effects. If you added an effect attribute to ParseDB, add a line here to get the attribute from the db to cards. |
| AddArtAndText (GameObject temp\_card,  bool nocollider=false) | Adds a collider, images and text to a card. Check tutorial # No collider will be added if nocollider is set to ‘true’. |

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

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| **Method** | **Description** |
| **public void ShuffleDeck(List<int> DeckToShuffle)** | Shuffles the specified deck. Example: playerDeck.pD.ShuffleDeck(Enemy.Deck)  Or: playerDeck.pD.ShuffleDeck(playerDeck.pD.Deck) if it’s player’s deck you want to shuffle |
| **public card MakeCard (int Index, bool AI=false)** | Makes an ingame card of specified id. The new card will be with art and icons by default, and an invisible GameObject if AI is set to ‘true’. Used in token spells (spells that create another card upon being played) and “choose a card from deck” spells. |
| **public void PlaceCreatureInGame(card creaturecard, bool ForEnemy=false)** | Places an existing creature card in game. Use MakeCard first if you need to put a creature by id into the game. Used in token spells, revive spells. |
| **public void DrawCard(bool AI = false)** | Draws the next card in deck for either player or enemy (if AI is set to 'true'), places it in their hand and adds art and text to it (if AI is set to ‘false’ since AI cards aren't shown until they are played). |
| **public string TextWrap(string originaltext, int chars\_in\_line)** | A simple text wrap method, used for wrapping card text, but can be used elsewhere if needed. |

I don't recommend modifying the following methods or using them on their own:

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| **Method** | **Description** |
| public void LoadDB() | Initiates DB parse and loads card images. |
| public void LoadPlayerDeckOffline() | Only used offline, gets player deck and collection from .cs files specified in the inspector. Online deck is loaded in MainMenu.cs |
| public List<int> LoadDeck (string deckstring) | Returns the deck parsed from specified comma-separated string. |
| void LoadCardStats (card temp\_card, bool AI=false) | Used in DrawCard and MakeCard to get card stats on the new card from the db. Custom stats get loaded here as well, automatically. |