**Descriptions**

**Scripts (Object Side)**

**DeckBehavior**

The behavioral script of Deck object. It holds information of all cards in deck and in hand. Not including cards in wild.

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| DrawCard() | Initiate a Card object and add it to player’s hand. |
| RenderCardPosition() | Calculate and set positions of all cards in hand. |
| RenderCardSize() | Calculate and set sizes of all cards in hand. |
| SetCardInterval() | Set the distance between two cards in hand. |
| HandToPinch(GameObject cc) | Remove the card from hand and set its status to pinched. |
| InitiateDeck() | Start a deck with 52 poker cards and shuffle it. |
| Shuffle() | Shuffle the deck. |
| SetTargetSize(float val) | Set sizes of all cards in hand. |
| BlackMagic(bool magic) | When there is a snap gesture, set a boolean to spin cards in hand and create a magic light. |

Co-Authors: Ziyin Zhong, Zian Liu

**CardBehavior**

The behavioral script of Card prefab object. Does the framely computation of Card status.

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| SetScale(float val) | Set the scale of this card. |
| SetTexture(String name) | Set the texture of this card object. “Name” is from a predefined set in Deck. |
| SetRotation(Vector3 rot) | Set the rotation of this card. |

Author: Ziyin Zhong.

**ChipBehavior**

The behavioral script of Chip object. Does the framely computation of Chip status. Also handles the collision with virtual hand.

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| GrabinStart(), GrabinEnd() | Event functions of Grab Chip gesture. |

Co-Authors: Diane Bickram, Ziyin Zhong

**HandPanelBehavior**

The behavioral script of Hand Panel object. Does the framely computation of Panel status.

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| SetSize(float val) | Sets the size of the whole panel. |

Author: Ziyin Zhong

**ViewCaption**

Sets a caption object within the scene as temporarily active for a specified amount of time (default is 2.5 seconds).

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| View() | Sets an object as active and resets time for next invocation. |

Author: Diane Bickram

**ViewCaptionStay**

Sets a caption object within the scene as either active or inactive depending on the method called during a gesture state. Also modifies the position of the caption relative to the current hand position.

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| ViewStay() | Activates object and is used for the stay state of a gesture. |
| ViewEnd() | Deactivates object and is used for the end state of a gesture. |

Author: Diane Bickram

**Scripts (Gesture Side)**

<INSERT ANY ADDITIONAL SCRIPTS AND FILL IN DESCRIPTIONS FOR REMAINING SCRIPTS>  
<IF YOU HAVE MORE THAN ONE METHOD, RIGHT CLICK ON THE TABLE AND INSERT ROW BELOW>

**DrawCard**

Detect the collision between deck and hand after an in wards swipe gesture occurring. If the interaction happens, then draw a card.

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| onTriggerEnter(),onTriggerExit(), | called if index finger’s tip cube enters deck |

Author: Zian Liu

**PinchGestureRaycast**

A modified version of the PinchGesture script provided in *The Essential Leap-Motion Gesture Detection* asset. Uses raycasting to interact with card objects while the pinch gesture is detected.

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| onGestureEnd() | Removes currently selected card from the pinched state, letting it go from the hand. |
| onGestureStay() | Casts a ray from the index finger while the pinch gesture is detected. When the ray hits a card, the card is in a pinched state and its position is modified relative to the current hand position. |

Co-Authors: Diane Bickram, Ziyin Zhong, Zian Liu

**Pistol**

Script that detecting pistol gesture then activate a text UI

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| --- | --- |
| Detected() | Track if only index finger and thumb are extended. During pistol gesture, if right hand rotates along x axis over a certain degree then shoot a bullet. |
|  |  |

Co-Authors: Zian Liu, Diane Bickram

**Snapping**

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| Detected() | If only thumb, index and middle fingers are extended and thumb has a small distance with middle finger, consider it as a snap. |

Author: Zian Liu

**ThumbDown**

Script that detecting thumb down gesture then activate a text UI

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| Detected() | Track if only thumb finger is extended, and its direction is approximate downward. |

Author: Zian Liu