**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.

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): <TBD>

Co-Author: Ziyin Zhong, Zian Liu.

CardBehavior

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

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.

GrabinStart(), GrabinEnd(): event functions of Grab Chip gesture.

Co-Author: Diane Bickram, Ziyin Zhong.

HandPanelBehavior

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

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).

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.

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)**

<TBD>

DrawCard

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.

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-Author: Diane Bickram, Ziyin Zhong

Pistol

Snapping

ThumbDown