

# Card draw template

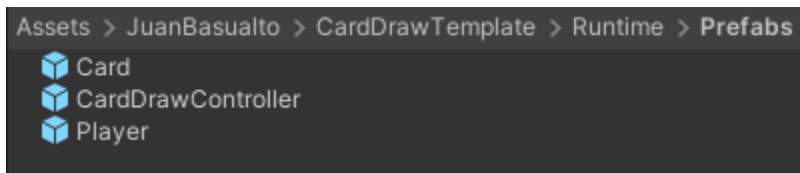
## Description

Template for card game.

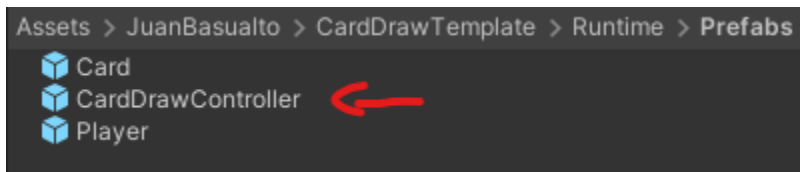
## How to start

Preparation stage

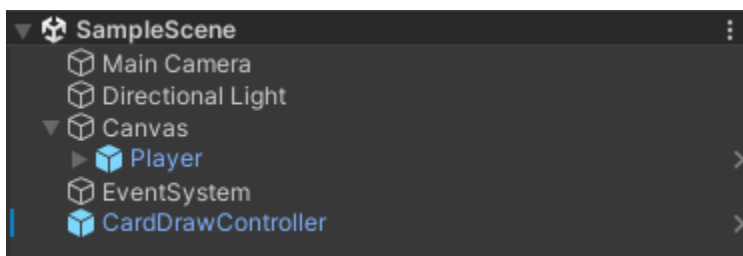
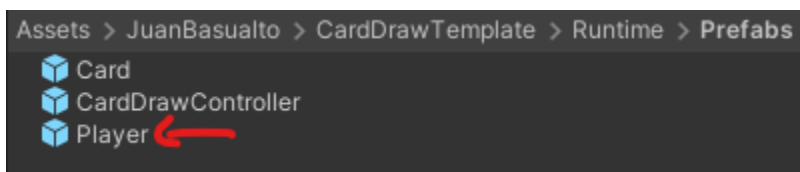
1. Find the prefabs folder of the asset  
(**"Assets/JuanBasualto/CardDrawTemplate/Runtime/Prefabs"**)



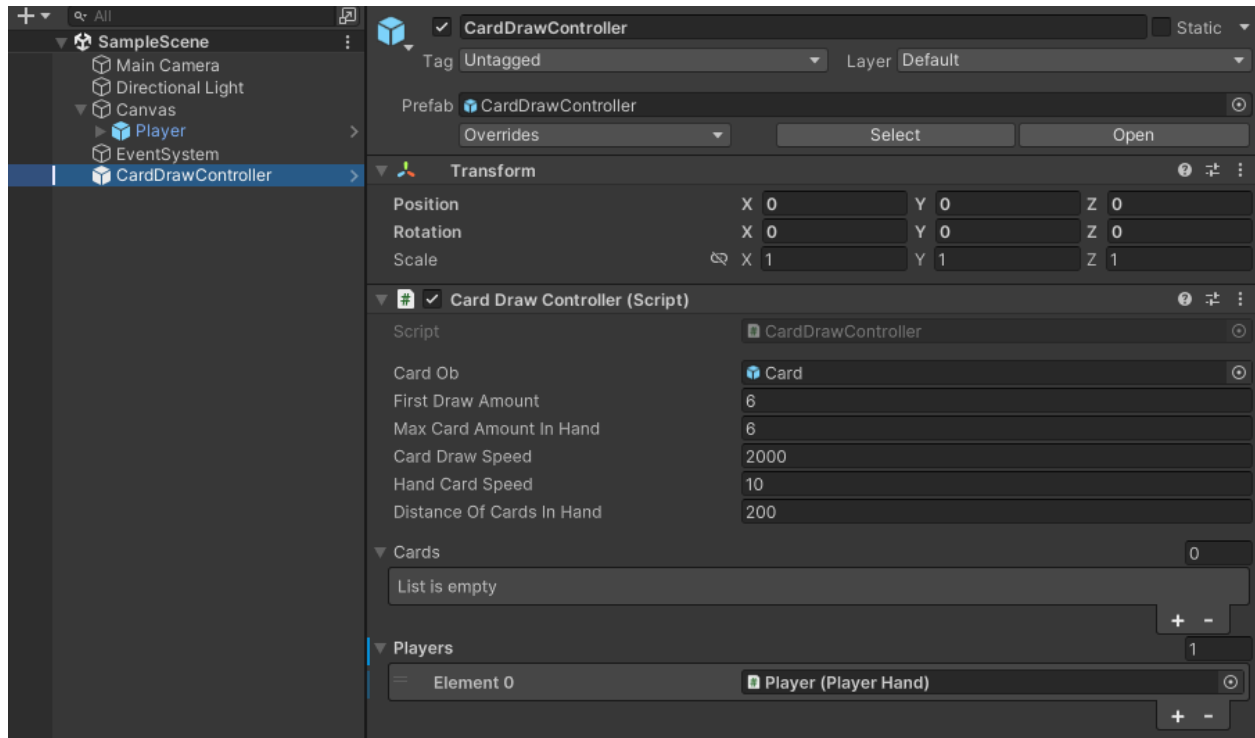
2. Drag the "CardDrawController" controller into the scene



3. Drag a "Player" onto a canvas

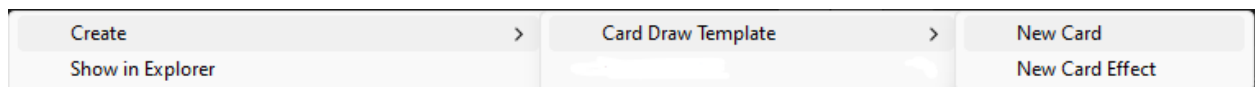


Assign the "Player" inside the controller (You can have more than one "Player" :])

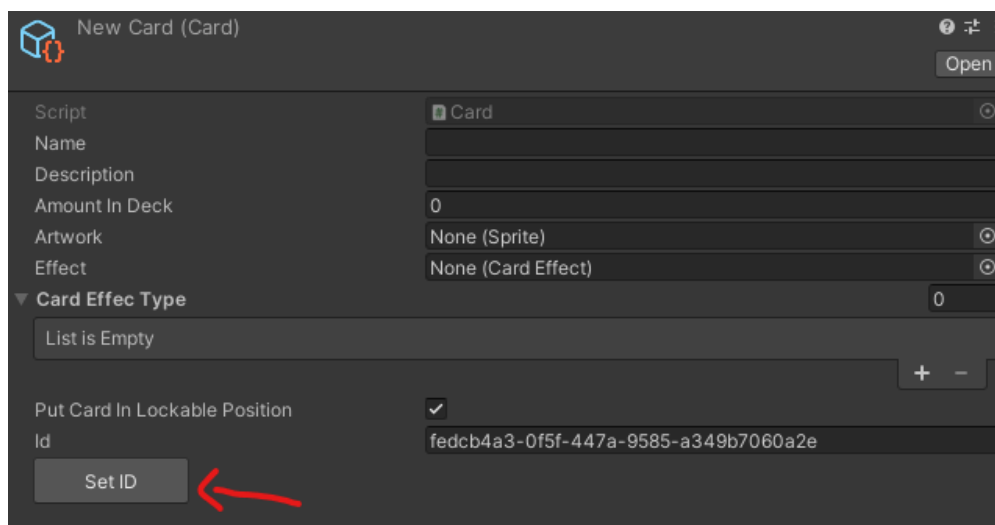


## Card creation

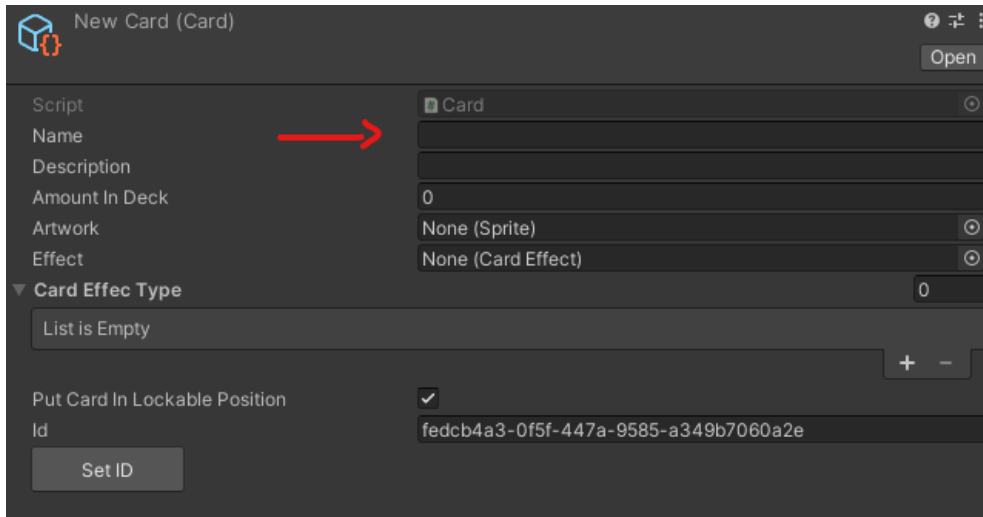
1. To begin you must create a card



2. Set a ID

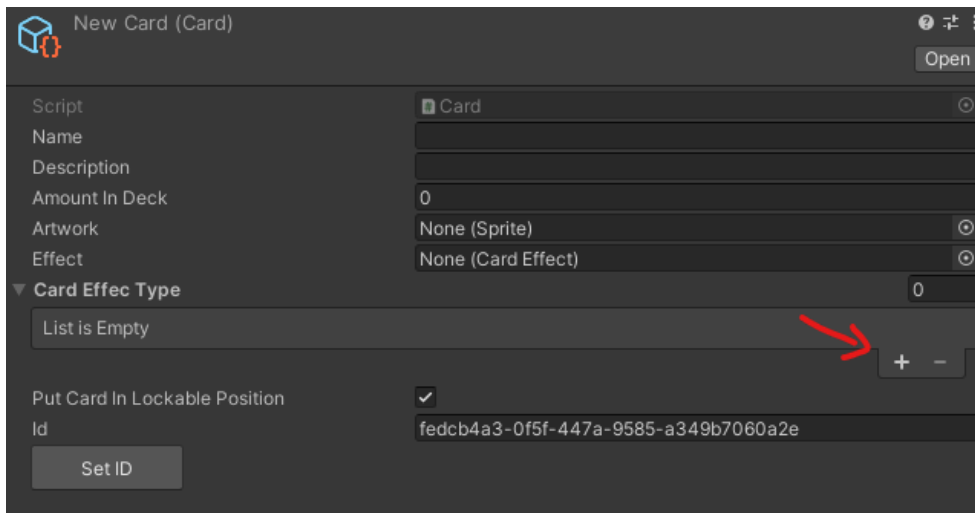


### 3. Assign the name



The screenshot shows the 'New Card (Card)' form. A red arrow points to the 'Name' field, which is currently empty. The form includes fields for Script (set to 'Card'), Description, Amount In Deck (0), Artwork (None (Sprite)), Effect (None (Card Effect)), Card Effect Type (0), and a list of effects (currently empty). There is also a checkbox for 'Put Card In Lockable Position' (checked) and an 'Id' field with a 'Set ID' button.

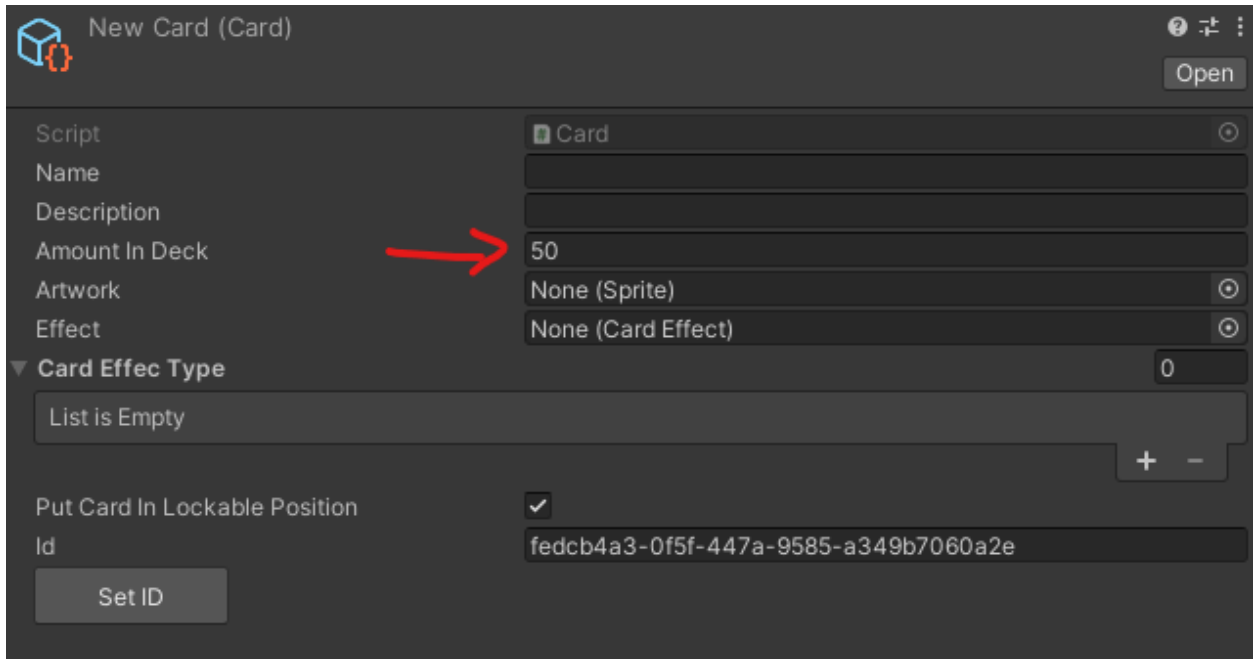
### 4. Assigns the type of effect



The screenshot shows the 'New Card (Card)' form. A red arrow points to the '+' button in the 'Card Effect Type' section, which is currently set to 0. The form includes fields for Script (set to 'Card'), Description, Amount In Deck (0), Artwork (None (Sprite)), Effect (None (Card Effect)), Card Effect Type (0), and a list of effects (currently empty). There is also a checkbox for 'Put Card In Lockable Position' (checked) and an 'Id' field with a 'Set ID' button.

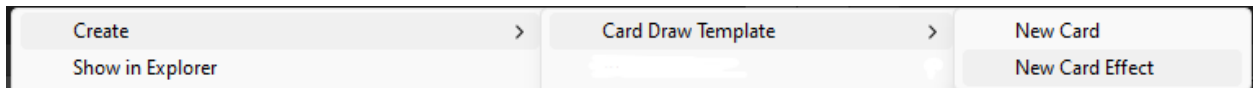
- Active: cards that can be played on the field
- Passive: cards that can be activated in hand
- Lockable: cards that can be assigned to the user's lock space

5. Assigns the number of cards that will exist in the deck



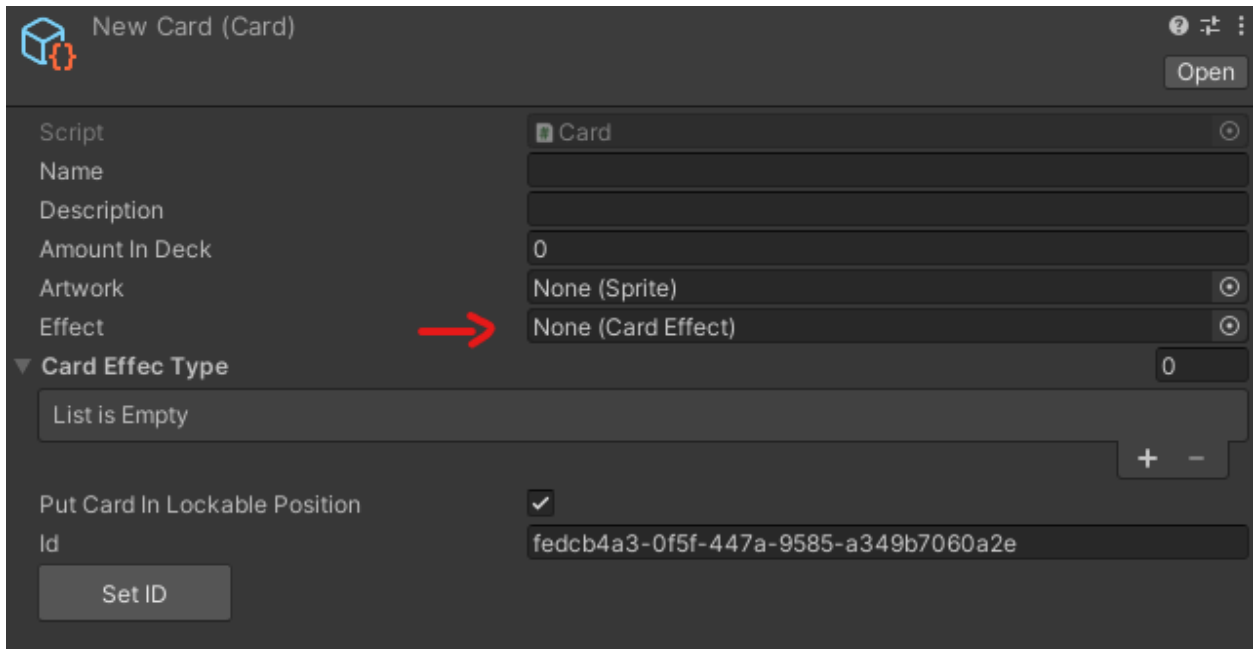
The screenshot shows the 'New Card (Card)' form. The 'Amount In Deck' field is highlighted with a red arrow and contains the value '50'. Other fields include 'Script' (Card), 'Name', 'Description', 'Artwork' (None (Sprite)), 'Effect' (None (Card Effect)), 'Card Effect Type' (0), 'List is Empty', 'Put Card In Lockable Position' (checked), and 'Id' (fedcb4a3-0f5f-447a-9585-a349b7060a2e). There is a 'Set ID' button and an 'Open' button in the top right.

6. Then create an effect



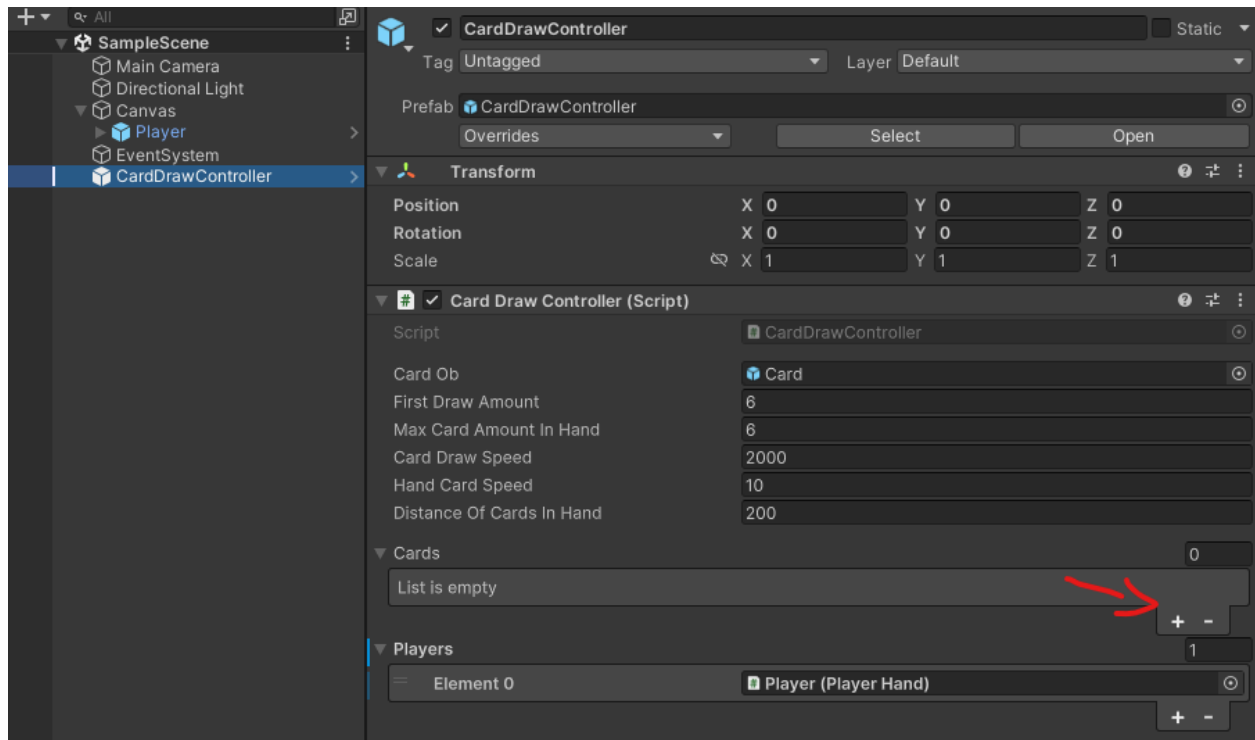
The screenshot shows a navigation bar with three tabs: 'Create', 'Card Draw Template', and 'New Card'. The 'New Card' tab is active, and the 'New Card Effect' button is visible below it.

7. Assign the effect to the card



The screenshot shows the 'New Card (Card)' form. The 'Effect' field is highlighted with a red arrow and contains the value 'None (Card Effect)'. Other fields include 'Script' (Card), 'Name', 'Description', 'Amount In Deck' (0), 'Artwork' (None (Sprite)), 'Card Effect Type' (0), 'List is Empty', 'Put Card In Lockable Position' (checked), and 'Id' (fedcb4a3-0f5f-447a-9585-a349b7060a2e). There is a 'Set ID' button and an 'Open' button in the top right.

8. Enter the card created within the general controller in the “Cards” list



9. Necessary to configure in controller

- “First Draw Amount” recommended 6
- “Max Card Amount ” recommended 6

10. Press play

If you want a quick example in the “Example” folder you will find a correctly created letter

There is an example scene ready in the “Example” folder

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## Scripts

### CardDrawController.cs

Card and player controller

### Card.cs

Variables and card style

### CardEffect.cs

Card effects manager

### HandCard.cs

Card Behavior Handler

### PlayerHand.cs

User Hand Behavior Handler