

card_game_kit

Created by: peterdownie.ails to auto generate, working on a fixcom

Software Version: 2.41k

Greater Code Name: Atomic

Lesser Code Name: Neutron

Service Version: 0.01

Purpose

- * CREATED BY: Peter Downie of peterdownie.com
- * Card class for making card programs!
- * Seperated into 4 catagories
- * CARDS are the deck!
- * Pile is for piles
- * Hands are for players hands, they are basically piles but allow for better distinction.
- * Counter is use for keeping track of scores or tricks.

lowerText

Creator did not override lowerText

technicalSpecifications

Was not implemented!

Main Methods

saveData

restoreData

generateCards_standard

generateCards_special

shuffleCards

seeRemainingCards

dealCard

put_cards_on_top_of_deck

put_cards_on_bottom_of_deck

bury_cards_into_random_part_of_deck

makePile
makeHand
addCardsToHand
addCardsToPile
removeCardsFromHand
removeCardsFromPile
getAllCardsInHand
getAllCardsInPile
get_top_card
make_counter
set_counter
modify_counter
get_counterValue

Method Details

saveData

| Save the data for later use in function restoreData

restoreData

| *Parameter #0 [<required> \$savedData]*

| Restore Saved Data Produced by function saveData

generateCards_standard

| *Parameter #0 [<required> \$number_of_decks]*

| Generates standard playing cards with X number of decks.

generateCards_special

| *Parameter #0 [<required> \$number_of_decks]*

| *Parameter #1 [<required> \$cardValues]*

| *Parameter #2 [<optional> \$suits = Array]*

| Generate a custom deck, for example a euchre deck which only uses 9,10,J,Q,K,A

shuffleCards

| Shuffle the cards

seeRemainingCards

* See how many cards are left in the deck in the current order.

dealCard

Parameter #0 [<optional> \$number_of_cards = 1]

put_cards_on_top_of_deck

Parameter #0 [<required> \$cards]

* Puts cards on the top of the deck

* Does not return errors, must have suit and value in array.

put_cards_on_bottom_of_deck

Parameter #0 [<required> \$cards]

Puts cards onto the bottom of the deck.

Does not return errors, must have suit and value in array.

bury_cards_into_random_part_of_deck

Parameter #0 [<required> \$cards]

Buries cards into the deck. The cards stay together.

makePile

Parameter #0 [<required> \$pileName]

Create a new pile.

makeHand

Parameter #0 [<required> \$handName]

Create a new Hand.

addCardsToHand

Parameter #0 [<required> \$handName]

Parameter #1 [<required> \$cards]

Adds cards to a players hand!

addCardsToPile

Parameter #0 [<required> \$pileName]

Parameter #1 [<required> \$cards]

* Add cards to a pile, based on add to a hand with better coding.

removeCardsFromHand

Parameter #0 [<required> \$handName]

Parameter #1 [<required> \$cards]

Removes a card from a users hand. Removes multiple of same card only if specified.

removeCardsFromPile

Parameter #0 [<required> \$pileName]

Parameter #1 [<required> \$cards]

* Remove cards by suit and value from a specific pile.

getAllCardsInHand

Parameter #0 [<required> \$handName]

Get all cards in a users hand.

getAllCardsInPile

Parameter #0 [<required> \$pileName]

Gets all of the cards from a pile.

get_top_card

Parameter #0 [<required> \$grouping]

Parameter #1 [<optional> \$groupName = false]

make_counter

Parameter #0 [<required> \$counterName]

Parameter #1 [<optional> \$default_value = 0]

Creates a counter and gives it a default value.

set_counter

Parameter #0 [<required> \$counterName]

Parameter #1 [<required> \$value]

Sets a counter to a value

modify_counter

Parameter #0 [<required> \$counterName]

| *Parameter #1 [<optional> \$modifier = 1]*

| Adds or subtracts values from a counter.

get_counterValue

| *Parameter #0 [<required> \$counterName]*

| Gets the current value of a counter.

Method Technical Specifications

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