

CRAFT CARDS

Make Your Cards

CraftCards: Make Your Cards

Version 1.0 | User Manual & Documentation

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1. Introduction

Thank you for purchasing CraftCards!

CraftCards is a professional, system-driven framework designed to handle the visuals, physics, and data management of digital cards in Unity. Unlike other assets that hardcode logic, CraftCards uses a modular architecture allowing you to create TCGs, Roguelike Deckbuilders, or UI Reward screens without writing complex code.

Key Features

- System-Driven Design: Define functionality using ScriptableObjects (Card Data, Rarities).
- Visual Target Architecture: Rock-solid drag-and-drop physics with zero jitter, compatible with Overlay, Camera, and World Space canvases.
- Premium VFX: Custom additive holographic shaders with procedural animations (Glitch, Rain, Rainbow).
- Editor Power: Custom Inspectors with real-time previews, presets, and validation.

2. Installation & Setup

Requirements

- Unity 2021.3 LTS or higher.
- **TextMeshPro** package installed (Window > TextMeshPro > Import TMP Essentials).

Import Process

1. Import the CraftCards.unitypackage into your project.
2. Verify that the folder structure is located at Assets/CraftCards/.

3. **Crucial:** Ensure the Resources folder contains CraftCardsBanner.png and KeywordDB.asset for the editors to work correctly.

3. Quick Start Guide

Follow these steps to get your first card on screen in under 2 minutes:

1. **Create the Scene:**

- Create a Canvas (Scale with Screen Size).
- Create an Empty GameObject inside the Canvas named Hand_Manager.
- Add the HandManager component to it. Position it at the bottom center of the screen.

2. **Create Card Data:**

- In your Project window, right-click and select Create > CraftCards > Card Data.
- Name it MyFirstCard.
- Fill in the Name, Description, and assign a Sprite to "Illustration".

3. **Spawn the Card:**

- Drag the prefab Assets/CraftCards/Prefabs/Cards/Card_Template into the Hand_Manager in your scene.
- In the CardRenderer component of the new object, verify references are linked.
- (Optional) Drag your MyFirstCard data into a script to initialize it, or use the DeckManager to spawn it automatically.

4. **Play:**

- Press Play. The card will align to the Hand arc. You can hover and drag it immediately.

4. The Data System

CraftCards separates Data (What a card is) from View (How a card looks).

Card Data

This ScriptableObject defines the individual card.

- **Identity:** ID and Name.
- **Rarity:** Links to a RarityProfile to auto-style the frame and background.
- **Description:** Supports Rich Text. Words defined in the Keyword Database are auto-colored here.
- **Visuals:** Illustration sprite and specific tint overrides.

- **Stats:** Dynamic list of attributes (Attack, Defense, Mana cost).

Rarity Profiles

The powerhouse of the visual system. Instead of setting colors manually for every card, you create Profiles (e.g., "Legendary", "Common").

- **Visual Overrides:** Automatically swap the Frame Sprite or Background Sprite for all cards of this rarity.
- **Holographic System:** Enable "Is Holographic" to unlock premium effects.
 - Animation Type: Choose from Linear Sweep, Diagonal Rain, Glitch, etc.
 - Blend Mode: Controls how the foil blends with the card art.
 - Rainbow Mode: Cycles through RGB colors.

Keyword Database

Located in Assets/CraftCards/Resources/KeywordDB.

Use this to define game terms (e.g., "Fire", "Poison").

- **Usage:** Just type the word in any Card Description.
- **Result:** The system automatically bolds, colors, and formats that word at runtime.

5. Core Components

Hand Manager

Manages the layout of cards.

- **Layout Type:**
 - Arc: Cards fan out (Classic TCG style).
 - Linear: Cards align in a row (Roguelike/Upgrade selection style).
- **Visual Gizmos:** Select the object in the Scene View to see the layout curve/line guide.

Card Interaction (Physics)

Handles Drag, Hover, and Click.

- **Architecture:** Uses a "Visual Target" child object. The root object acts as the physics anchor (hitbox), while the visual child interpolates smoothly. Do not remove the Visuals child object.
- **Presets:** Use the buttons in the Inspector (TCG Standard, Action RPG, Floaty) to instantly configure movement physics.
- **Render Mode Support:** Automatically detects if your Canvas is Overlay or Camera/World Space and adjusts drag math to prevent offset issues.

Deck Manager

A simple system to manage a draw pile.

- **Starting Deck:** List of CardData to shuffle on start.
- **Draw Origin:** Transform position where cards spawn from (visual polish).

6. Visual Effects (VFX)

Holographic System

The HoloEffect script and HoloOverlay shader work together to create performant foil effects.

- **Setup:** Ensure your Card Prefab has an Image child named "HoloOverlay" using the CraftCards/UI/HoloOverlay shader.
- **Texture Requirement:** Textures used for the Hologram (Noise, Stripes) must have their Wrap Mode set to Repeat in Unity's Import Settings.

Booster Pack Physics

The BoosterPack script simulates tearing open a pack.

- **Parts:** Requires a TopPart (Cap) and BodyPart (Container).
- **Presets:** Use the Inspector presets (Paper, Foil, Plastic) to adjust the "Rip Threshold" and "Shake Intensity".

7. Demo Scenes

The asset includes 3 complete samples in Assets/CraftCards/Samples/:

1. **01_ClassicGame:** Standard TCG setup. Deck, Hand (Arc), and Drop Zones. Demonstrates drawing cards and playing them on a board.
2. **02_RoguelikeChoice:** Upgrade selection screen style (e.g., Vampire Survivors). Uses Linear Layout. Demonstrates clicking cards to select/ascend.
3. **03_BoosterOpening:** High-fidelity loot box opening. Drag the top of the pack to rip it open and spawn cards with physics.

8. Troubleshooting

Q: The card follows the mouse loosely / feels laggy.

A: Check the CardInteraction inspector. Use the "Snappy" preset for tighter control, or increase Move Speed.

Q: The Holographic effect isn't moving.

A: Check the texture used in the Rarity Profile. Ensure its Wrap Mode is set to Repeat in the Project window.

Q: Text keywords aren't coloring.

A: Ensure you have a KeywordDB asset inside a Resources folder and that your spelling matches the database entry exactly.

Q: Cards jitter/flicker when hovering.

A: Ensure your Card Prefab follows the hierarchy: Root (Script) -> Visuals (Graphics). Assign the Visuals object to the "Visual Target" field in the CardInteraction script.

Support:

If you need further assistance, please contact us at acehorizonstudios@gmail.com.

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