1066 To-Do List

Important

* Abilities need to be fully working
  + Switch statements for all abilities (action, on-play, response, attachments)
  + Maybe grey out invalid targets
* Phases (Separate draw, play/discard, wedge, objective)
* Pass-and-play system
  + “Pass to player 2” UI
  + Account for events that can be used off turn (response)

After Fully Playable

* Animations
  + Drawing/playing/discarding cards
  + Particle effects when using abilities.
  + Objectives/Wedge animation on turn ends
* User Interface
  + More information on screen
    - Banners to overview key info
    - Numbers on board to summarise battle values
* Sounds
  + General background music
  + Combat music (at BOH)
  + Sounds to go with animations (attack, heal, destroy, etc.)

Low Priority

* Rework the hand/hand script
* Stop cards with no action abilities becoming attacker