1066 To-Do List

Important

* Abilities need to be fully working
  + Switch statements for all abilities (events, response(?), attachments, objective abilities)
* Pass-and-play system
  + Account for events that can be used off turn (response)
  + DownTo6 separately for both players
* Wedges can draw
* Game ends when leaders are destroyed

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