**Loot System**

1. Loot cards in map
   1. Cards are randomly spread among the map and players can click to collect the card within the collective range. (more details in control spec)
   2. If there is one card then players can directly pick it up by clicking it. Players will open a menu of cards when they encounter a pile of cards. (See example in UI folder)
   3. There are 10 hidden crates among the map and players need to seek for them and get powerful cards from them.
      1. Crates are randomly distributed in the map, but have a higher chance of being found in the middle of the map
      2. SEE AI SPEC for zone map. Zone 5 should have 4 of the crates, Zone 4 should have 3 crates, Zone 3 should have 2 crates, Zone 2 should have 1, and Zone 1 should have 0
         1. The placements of the crates within the zone should be completely random
2. Loot cards from other players.
   1. After defeating other players, players can see cards from the defeated player’s position (all cards from the defeated player, maybe only one card or a pile of cards).
3. Post-loot
   1. When a player gets new cards, new cards will be randomly inserted into player’s existing deck. (Do not shuffle the existing deck).