Task 1)

MonoBehaviour component: Player\_Movement in Assets/Scripts/Player\_Movement.cs

MonoBehaviour component: HealthBar in Assets/Scripts/HealthBar.cs

MonoBehaviour component: Card in Assets/Scripts/ Card.cs

Task 2)

Class that holds dynamic data as a standard class (not MonoBehaviour): CardCollection in Assets/Scripts/CardCollection.cs

Task 3)

ScriptableObject: GameConstants in Assets/Scrips/GameConstants. cs

Task 4)

Observer Pattern:

* GameStateManager in Assets/Scripts/GameStateManager.cs
* Interface: ObserverInterface in Assets/Scripts/ ObserverInterface.cs