**Test List**

* [OK] Given an initialized game, Then Findus is player in turn
* [OK] When Findus ends its turn, Then it is Peddersen in turn
* When game starts Then Findus should have three cards in hand, Tres at index 0, Dos at index 1, and Uno at index 2.
* Given Card Dos Then it has attributes (2,2,2)
* Given a game When Findus plays Uno, Then it is allowed (Status.OK), and Then minion Uno appears at index 0 on the field.
* When Peddersen plays Dos, Then the mana available is two less.
* When Findus plays a card, Then Peddersen still has 3 cards in his hand.