

On players turn,
give them the ability to move
next, start action phase.

player draws \times cards from their deck

player taps on the card in
the order of execution

once happy, the player can
initiate their attack (button push)
↳ Also causes next turn.

Example:



It's important that melee happens before
burn. Burn will add burn to anything
it touches.

Equally Burn could be executed first
and a 'Shove' action could push an
enemy into another enemy. This now
affects both enemies with burn, but also
the player. The player could use a
burn heal to remove the effect before
a turn ticks over. However due to
each action having a cost the player
may not be able to use a shield to
boost their defence next turn, leaving
them open to attack.