**OBSERVATIONS AND FEEDBACK**

* I noticed that the Draw cards was not used to bring cards to the player deck. During play the Draw card lets you to use a turn to bring a card into your deck if you have an empty slot on the player deck
* Im not 100% sure but it seemed like you used an attack card to block an attack card. Only defence cards can be used to block attack card for now.
* When playing single player mode can you make it possible for the player not to see the opponent/ computers cards, meaning that their cards will be faced down until after its played in the pit/abyss
* For single player mode shouldn’t it not be you against computer? I noticed you where moving the cards for the opponent as well

**Character Card Area Very Important**

So on the character card area there are 3 slots, the right slot, the left slot and the middle slot for the main character card. For now we will only focus on the middle slot. The character card in the middle slot should have 11000 life point, 600Defence, and 300 attack.

Note: the main character card will not move from his position like the other cards when its used to attack the opponent.

* I want the main character card to have an unlimited basic attack that deals 300 damage
* The main character card will also have 600 defence points that can be used to reduce damage from any attack. So for an example, if I use an attack card to attack the player, there should be an option that would allow the player to decide whether he wants to reduce the damage with his 600defence points on the character card or block it with a defence card on the player deck

If you have any questions or don’t understand any part of the feedback please let me know