**Initial Thoughts:**

1. Just to make cards work in the context of an in-game rules engine and/or CSV parser, we may need to standardize what cards can do.
   1. For example: *“For 2 turns, your damaging effects deal 2 more damage”* is harder to maintain in-game than *“For 2 turns, deal 4 damage to all enemies at the start of the turn.”*
      1. To make the first one work, you could have some damage modifier that the card increments when it “enters play” and decrements when it “leaves play.”
      2. It could be that continuous cards have fieldslike “damage modification” and when damage is calculated, we iterate over cards in play and check for that field, applying those modifications to the damage.
2. What does *“for X turns, do Y”* mean? Is it contextual?
   1. For example: *“For 2 turns, draw an extra card”* is an effect that very much wants to NOT count the turn it’s played, so the player doesn’t miss out on a card, while *“For 2 turns, your damaging effects deal 2 more damage”* is something players may expect to start taking effect the turn they play it.
   2. Should the templating be: *“For the NEXT 2 turns…”* and always not count the turn that the card is played on?
      1. This would be consistent with delayed not decrementing their delay counts until the next turn AFTER they’re played.
         * Actually, it’s the inverse
      2. Or should we just have some cards behave differently?
      3. For both continuous and delayed, should count for the current turn.

E.g.: *“For 2 turns, draw an extra card”* will directly draw one card, and will get another card at the beginning of the next turn. The counter will always decrease 1 for the beginning of the turn.

1. For maximum simplicity, all 3 card types could really just be variations on Immediate cards:
   1. Immediate Cards - The effect happens right when you play the card.
   2. Delayed Cards - After X turns, the effect happens just like an immediate effect at the start of the turn.
   3. Continuous Cards - For X turns, the effect happens just like an immediate effect at the start of the turn.
      1. If we wanted to simplify even more, Delayed and Continuous cards that require a target could require that their target is chosen at the time that they’re “put into play.” (If the target dies, the card could just “fizzle” and go to the discard pile.)
2. If we don’t want the maximum simplicity idea, maybe we could have different CSVs for each card type, so the CSV doesn’t need ALL of the fields, assuming each card type needs fields the others may not.
3. Regardless of the complexity of Immediate vs. Delayed vs. Continuous cards, perhaps they can all share some common dictionary of effects, then when they’re played, they could just perform whatever effects their dictionary contains.
   1. For example:
      1. Immediate: *“Deal 4 damage to an enemy, then draw a card.”*  
         {“damage”: 4, “heal”: 0, “defend”: 0, “stun”: 0, “mana-restore”: 0, “draw”: 1, “discard:” 0}
      2. Immediate: *“Discard a card, then deal 8 damage to all enemies.”*  
         {“damage”: 8, “heal”: 0, “defend”: 0, “stun”: 0, “mana-restore”: 0, “draw”: 0, “discard:” 1}
4. How are targets represented?
   1. Can things affect ALL characters (the player and enemies)?
      1. No, we don’t really have a reason to do that.
   2. What if something damages a target and heals self? Does that need 2 targets?
      1. It wouldn’t need two targets, healing can only happen to the player, so the targeting type would just be “choose a target.”
   3. Could have a CSV field for targeted vs. all enemies vs. ALL vs. self.
      1. Possible targets will be “choose a target” and “all enemies.”
      2. We’ll also include a default, like “none.”
   4. The target of delayed or continuous card will be selected while playing that card, if the target is somehow eliminated, the effects end and the card will also leave the plot and go to the discard pile.
   5. For the card that affects all enemies, no need to select a target.