1. DeckManager - A class to maintain the player’s deck, hand, DCS, and discard pile. Each one can just be a list of card IDs.
   1. PlayerStats can contain a list of IDs to serve as the player’s deck. For now we can hard-code it to one of every card, but it would let us dynamically add cards to their deck in the future.
   2. DeckManager could then fill the deck with cards from that list.
2. Implement Delayed and Continuous card effects to tick down and trigger at the start of the turn.
3. Implement the rest of the card behaviors.
4. BattleManager requirements:
   1. A method to handle effects at the start of the player’s turn (drawing a card from the deck, reducing delayed and continuous card counts)
   2. A method to handle playing a card from hand (to DCS or immediate effect)
   3. A method to handle resolving a card’s effect (with or without a target)
   4. A method to handle the enemies’ turn
   5. A list of monsters to keep track of them, then refer to monsters by their index as an ID
5. Win and Lose Conditions: Just fire events when the player’s health hits zero or all enemies’ health values hit zero.