* Enemy other minigame (bounce avoid)
* Player avatar cannot go outside walls
* Enemy abilities effects
* - Minigames into functions to be passed into the correct ability objects
* Deck system (random 4 copies of each 5 cards, add to deck until all 20 gone, then add first 5 of that array into inventory)

Ability (spawn timer amount parameter, spawn function parameter)

Each ability should have different spawn timers and spawn function that knows what objects this ability’s minigame is supposed to spawn.

At the end, should have 1 minigame function that runs for either player or enemy, simply taking in parameters from the ability’s variables for spawn timer, objects to spawn, etc.

https://www.reddit.com/r/custommagic/comments/dz4mrb/call\_of\_the\_hydra\_a\_spotlight\_card\_from\_my\_260/