

Cards:

Hero - Health, treasure type, # of wounded souls, (name)

Room - Damage, treasure type, monster/trap, advanced?, (name)

Boss - Treasure, (Name)

Building Phase

- use dungeon "build" function
- go in order of XP

Turn  into a queue

- 1) Deal heroes  to room cards
- 2) Build phase - use building functionality
- 3) Battle Phase
- 4) Adventure Phase

use "Adventure" class, has a "progress through one room" function, initialized w/ hero & dungeon