

Game

- 2 players
- A few decks of cards
- List of active heroes

Player

- List of cards in hand
- Dungeon (to boss)
- ~~Heroes~~ Heroes won't win
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Dungeon

- Monsters in dungeon
- Boss
- Spells cast in dungeon

functions

- build: card, location
(throws error if invalid location)

Deck

- Draw pile
- Discard pile