Data required from battle: (remove code smell)

1. # of cards played
2. Max damage dealt in 1 round (in current battle)
3. Max damage blocked in 1 round (in current battle)
4. Blocked damage
5. Received damage (from card and effect)
6. Healing

Data required from whole game:

1. Final deck
2. Most frequently played card
3. Total damage received
4. Total damage blocked
5. Total healing
6. Lowest health after battle
7. Max and min # of rounds in 1 battle
8. Max and min # of cards played in 1 battle
9. All collected rewards
10. All foes faced