

Our bot focuses on using the newly adapted area effect. Therefore, we only use cards that have one.

Furthermore, we added a scoring system internally to differentiate between cards with self made weights for each stat.

Our bot tries to destroy the creatures of the opponent first with either blue or red spells and then summons card that will directly attack the opponent.

For the card destruction we tried to implement an algorithm that will match the spells attack output with the needed output to destroy all opponent's cards which possible because the area effect will allow spells to target multiple cards at once.