Game Loop Flow Required: - Array of players representing players in the game - Story Deck - Adventure Dank - Turn Object **Execute Tournament** Draw a card from the story deck Story Card is Tournament **Execute Event** Instantiate Turn object with an array of players (p1-pn, where p1 is the player who drew the card), as well as a Story Card, **Execute Quest** which is the card drawn from the deck and Story Card is Event determines how the turn plays out

Story Card is Quest