**Combat**

* Several different types of cards for example:
  + Attack
  + Defense
  + Buff
  + De-buff
  + Healing
  + resource
* You damage enemies with attacks
* An advisement for computer are being resistant or week to damage types of attacks.
* Another thing to discus is if there will be equipment cards
* Another would be are there cards that can destroy cards in players hands for weaker damage
* Do any cards interact with the enemas.
* Do any cards make you draw more.
* Do current classes get more resource cards or unique ones
* If enemy heath is about 20-30, basic damage should be about 1-2 depending this needs playtesting because there are multiple people fighting enemy’s.