

# Game Design Loops

The loops of our game are pretty simple. In fact, there are only three of them.

The main loop of the game is where players take their turns until the game is finished.

The second one is a turn of a player. It starts with drawing two cards to seven on a hand and continues with using or throwing away two cards to get back on five cards on hand.

The last one is a use of a card. If a player uses a card, he has to make an action written on a card. It can be gathering resources or using them for an attack, an increase of a speed or shield, or some other special action.

