```
name: [
    'D', 'i', 'r', 'e', ' ',
    'W', 'o', 'l', 'f', ' ',
    'A', 'l', 'p', 'h', 'a']
cost: ['2']
type: ['Minion']
rarity: ['Common']
race: ['Beast']
class: ['Neutral']
description: [
    'Adjacent', 'minions', 'have',
    '+', '1', 'Attack', '.']
health: ['2']
attack: ['2']
durability: ['-1']
```

```python
class DireWolfAlpha(MinionCard):
    def __init__(self):
        super().__init__(
            "Dire Wolf Alpha", 2, CHARACTER_CLASS.ALL,
            CARD_RARITY.COMMON, minion_type=MINION_TYPE.BEAST)
    def create_minion(self, player):
        return Minion(2, 2, auras=[
            Aura(ChangeAttack(1), MinionSelector(Adjacent()))
        ])
```