1. How to select the two heroes.
   1. Player one chooses first
      1. Press desired hero
      2. Enter your name or cancel to select again
   2. Player two choice
      1. Press desired hero
      2. Enter your name or cancel to select again
2. How the current hero plays a minion.
   1. Select the minion
   2. Press the summon button
3. How the current hero casts all types of spells ( hero target, minion target etc.).
   1. Hero Target:
      1. Select hero target spell
      2. Select hero image/icon
      3. Press the use button
   2. Minion Target:
      1. Select minion target spell
      2. Select minion on field
      3. Press the use button
   3. Others:
      1. Select spell
      2. Press the use button
4. How the current hero uses his minions to attack the opponent’s minion.
   1. Select the minion
   2. Select opposing minion or hero
   3. Press the attack button

1. How to end the turn.
   1. Press the end turn button
2. Specify the screen orientation (whether the current hero hand and field is at a fixed half i.e top/button or each hero has a fixed half).
   1. Player two is in the lower half of the screen
   2. Player one is in the upper half of the screen
   3. Orientation doesn’t change
3. Any other details that might be specific to your own implementation.
   1. Mage and Priest Hero abiltiy:
      1. Select target (Minion or hero)
      2. Press the ability button
   2. To cancel current selections, press the cancel button