	System
	view available cards select cards to add to the deck confirm and save changes  Extension Points  - Customize deck composition based on gameplay strategies - Unlock special cards through achievements or progression
	Playing Cards  view available cards in hand select a card to play activate the card's effect
	Extension Points  - Implement combo card effects for chaining multipe card plays - Introduce rare cards with uniique abilities for strategic advantages
	Select conversation option accept or decline quest  Extension Points - Enable branching dialogue paths
yer	based on player choices - Introduce dynamic NPC interactions influenced by player actions  Choosing Traits  view available traits select and apply traits to player
	Extension Points  - Unlock additional trait options as the player progresses - Introduce rare traits with powerful effects
	Buying Cards  view available cards in the shop select card for purchase confirm and execute the purchase  Extension Points
	-Rotate shop inventory to offer new card selections - Implement special sales events