Object Hierarchy:

* GameObject
  + Tile
  + Card
    - Spell
      * Castable
        + Instant
        + Sorcery
      * Permanent
        + Aura
        + Enchantment
        + Creature
        + Artifact
    - Action

DataBase Hierarchy:

* Continent
  + Region
    - Screen
* User (1 to 1)
  + Collection (0 to 0 or many)
    - Card (many or one to 0 or 1)
      * Spell (many, 1 or 0 to 1)
        + Effect
      * Action (many, 1 or 0 to 1)
        + effect

A card has a spell. When played, a card adds a spell to the stack with a target[] GameObject. (Summon a creature to a square, look at the cards in the opponent’s hand, counter a spell on the stack)

Abilities:

Damage, attack, first strike, flying, trample(rename),

The cast keyword is used for all spells. Each spell has an effect of:

DamageAOE, Damage, PreventDarage, summon, create

DamageAOE takes a value for damage done, location, and a series of points

Damage takes a damage value, a target

Create takes a target and a location

Eg. Case, summon, thisThing, there || cast, damage, thisThing, thisMuch || cast, create, thisThing, there

Creature: name, color, type, abilities, attack, defense, movement, exhaust, invigorate,

Overworld map is split into the following categories:

* Continents
* Regions
* Screens

Regions are connected to oneanther and contain a series of screens. This can be represented by a map and a linked list.

Map locations:

14/8 tiles

Overworld map tile types:

Passable, unpassable