Object1:

1. Attack
2. Be attacked

Hero:

1. Send lose message(if hp <= 0)
2. Effected by spell
3. Minion spell

Minion

1. Attacked by minion (with effect)
2. Effected by spell
3. Minion buff/spell

Minion card

1. Put in battlefield,position

Weapon card

1. Imm-use: give hero a weapon

single spell

1. Choose a minion: effect

Aoe spell

1. Imm-use: effect

Imm-use spell

1. Effect

Secret

1. Add in the secret slot: effect

player

1. Attack:
   1. Send:Unit id,effect,unit id
   2. Receive:effect
2. Spell:
   1. Unit id,effect
3. Public:
   1. battlefield: unit\_id,unit stat
   2. Secret slot:
   3. Hero stat
   4. Deck: card number