Rogue-lite Dungeon Crawler with card-based combat

Key points:

- 2D turn-based dungeon crawler
- Combat based cards from a standard 52- card deck
- Endless-loop
- A deck of maximum ~12 cards
- Darkest dungeon-like vibe
- Gain new cards after successful dungeon run, lose after failing

What's to love?

- Endless loop with increasing difficulty
- Managing the draw rng
- Deck building

Implementation challenges:

- The UI has to be clear and simple while conveying a lot of information
- Procedural/random creation of dungeons
- A lot of room/dungeon types

Target:

- Turn-based combat fans
- Resource-management