

Review by Joshua Acosta

Your code is well structured and excellently documented. There is no fluff or fat on this, it is very lean. Your board layout looks good, and is that a mana bar on the right? Very nice. If I had a suggestion, I would consider using a turn manager to handle the different turn phases. It's not strictly necessary for this project, but I feel it would help manage the different steps (compare, reveal, resolve), so you can handle everything one at a time. Another change you could consider is using commands in place of dedicated card functions. This is my plan, to build smaller commands (setMana, makeCopy, sendCard, stuff like that) that I can chain together to make card effects. Again, not strictly necessary. Don't forget the README for this project. Overall, very well done.