All persistent objects in the game will be represented as GameEntities:

GameEntities:

* Units in play
* Cards in hand
* Cards in deck

Properties

* Id : int
* Name : string
* PrototypeName : string
* Tags: Set of strings
* Stats : string/int mapping

Server communicates with client via messages:

* Message Type (class)
* Message data

Most messages during the game will events. Events will include all information the client needs to "play" them. Events may have both a player and opponent version, with different information and handled by the client differently. For example a player drawing the card will show the card details to her, but her opponent will just see that a card was drawn.

Examples of Events:

* Turn start
* Turn end
* Card drawn
* Card played
* Unit summoned
* Unit enhanced
* Power effect
* Unit attacks
* Damage done
* Unit destroyed

Types of unit buffs:

* Attack
* Health
* Shields (takes damage first, recharges at start of turn)
* Multi-attack?
* Stealth
* Stunned