High-Level Algorithm. Team 2 (Yasmeen, Yvette)

1. **Initialization**:
   - Create decks of 25 cards for both players using a linked list.
   - Each player has an initial HP (20).
   - Both players draw a starting hand (1 card).
2. **Gameplay Loop**:
   - Until a player's HP reaches 0, repeat the following for each turn:
     1. **Draw Phase**:
        - The current player draws one card from their deck.
     2. **Play Phase**:
        - The player can play a card from their hand (either a unit or spell card).
        - If a **unit card** is played, it is placed on the battlefield. Name of unit card, which is an attack card: ***Savage Strike***
        - If a **spell card** is played:
          - **Damage**: Opponent loses 1 HP. Name of Damage card: ***Viper's Bite***
          - **Heal**: Player gains 2 HP. Name of Heal card: ***Divine Renewal***
          - **Defend**: Player loses 1 HP but can defend against attacks. Name of Defend card: ***Ironclad Wall.***
     3. **Attack Phase**:
        - The player can attack with units on the battlefield.
        - The opponent can choose to defend with their own units (defending units cannot attack next turn).
        - Apply unit effects (attacker loses 2 points, defender gains 1 point).
     4. **End of Turn**:
        - Switch to the next player.
3. **End Condition**:
   - The game ends when a player's HP reaches 0, and the opponent is declared the winner.

Note: the code will use the concepts of polymorphism and inheritance and will have a GUI interface that might look like: (the white box is where the log will be kept)