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Meyers' Family Rules for Playing *Hand-and-Foot*: CODING FRIENDLY VERSION

1. The game starts with out with combining two decks of cards for every player in the game (2 players = 4 or more decks of cards used).
2. Each player will take 22 cards from the top of the main deck and make two separate piles of 11 cards each. One pile is the Hand, which the player will use first, and the other pile is the Foot, which the player can use only once they have an empty hand.
3. The cards values are as follows:
 - a. Aces: 20 points each
 - b. Twos – Sevens = 5 points each
 - c. Eights and above: 10 points each
4. For each of the four rounds, there is a point threshold (60 points) that each player will have to match or exceed in order to “go down” (which means putting down cards from their hand). Players can only put down cards if they have three of the same kind of card.
5. Each player, at the start of their turn, will either draw two cards from the top of the main deck or can draw five cards from the discard pile.
 - a. They can only draw from the discard pile if they have two of the same of the card that is on the top of the discard pile in their hand AND they are able to go down or have already gone down. They also cannot draw from the discard pile if there is less than 5 cards in the pile.
6. Regardless of whether or not the players put down any cards, they must ALWAYS discard one card from their hand and into the discard pile.
7. The goal of the game is to make “books”: which are piles that have 7 cards of the same kind.
 - i. Books: 500 points each.
8. At the end of each round, one player will have to get three books and discard all of the cards in their FOOT. Players cannot discard all of the cards from their foot if they have NOT collected the books required.
8. At the end of each round, the book values are tallied and when the fourth round ends, the player who has the most points wins.

Player1	
-	vector<string> PlayedCardsForPlayer1;
-	int Player1Books;
-	int OverallPlayer1Score;
<pre> + Player1(); + void DisplayPlayer1Hand(); + void OrganizePlayer1Hand(); + void Player1DrawsFromTheDeckToHand(); + void + Player1DrawsFromDiscardPileToHand(string); + string Player1DiscardsFromHand(); + int + int CheckPointsInPlayer1HandForDrawingFromDiscardPile (string); + int + bool CheckPointsInPlayer1HandForPuttingDownCards(); CheckPlayer1HandForTopDiscardCardTwinMatch(string); + bool CheckPlayer1FootForTopDiscardCardTwinMatch(string); + void Player1PuttingDownCardsFromHand(); + int Player1HandSize(); + void OrganizeAndDisplayPlayer1Cards(); + void DisplayPlayer1Foot(); + void OrganizePlayer1Foot(); + void Player1DrawsFromTheDeckToFoot(); + void + void Player1DrawsFromDiscardPileToFoot(string); + void Player1PuttingDownCardsFromFoot(); + string Player1DiscardsFromFoot(); + void CheckNumberOfBooksForPlayer1(); + int AddUpPointsFromBooksForPlayer1(); + int Player1FootSize(); </pre>	

Cards	
Protected:	
-	int Random;
-	string King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, Ace;
-	vector<string> CardValues;
-	vector<string> DrawDeck;
-	vector<string> Player1Hand;
-	vector<string> Player1Foot;
-	vector<string> Player2Hand;
-	vector<string> Player2Foot;
+ Cards();	
+ Cards(int);	
+ int GetCardValue(string, int);	

Player2	
-	vector<string> PlayedCardsForPlayer2;
-	int Player2Books;
-	int OverallPlayer2Score;
<pre> + Player2(); + void DisplayPlayer2Hand(); + void OrganizePlayer2Hand(); + void Player2DrawsFromTheDeckToHand(); + void + Player2DrawsFromDiscardPileToHand(string); + string Player2DiscardsFromHand(); + int + int CheckPointsInPlayer2HandForDrawingFromDiscardPile (string); + int + bool CheckPointsInPlayer2HandForPuttingDownCards(); CheckPlayer2HandForTopDiscardCardTwinMatch(string); + bool CheckPlayer2FootForTopDiscardCardTwinMatch(string); + void Player2PuttingDownCardsFromHand(); + int Player2HandSize(); + void OrganizeAndDisplayPlayer2Cards(); + void DisplayPlayer2Foot(); + void OrganizePlayer2Foot(); + void Player2DrawsFromTheDeckToFoot(); + void + void Player2DrawsFromDiscardPileToFoot(string); + void Player2PuttingDownCardsFromFoot(); + string Player2DiscardsFromFoot(); + void CheckNumberOfBooksForPlayer2(); + int AddUpPointsFromBooksForPlayer2(); + int Player2FootSize(); </pre>	