**URL to GitHub Repository:** [**https://github.com/Alexonyl/Week-06-DevTools\_Debugging\_and\_Unit\_Tests.git**](https://github.com/Alexonyl/Week-06-DevTools_Debugging_and_Unit_Tests.git)

**URL to Your Coding Assignment Video:** [**https://youtu.be/holV8xZ444g**](https://youtu.be/holV8xZ444g)

**Instructions:**

* In Visual Studio Code, write the code that accomplishes the objectives listed below and ensures that the code compiles and runs as directed.
* Create a new repository on GitHub for this week’s assignments and push this document, with your project code, to the repository.
* Include the URLs for this week’s repository and video where instructed.
* Submit this document as a .PDF file in the LMS.

**Coding Steps:**

* For the final project you will be creating an automated version of the classic card game *WAR!* There are many versions of the game *WAR.* In this version there are only 2 players.
  + Head to head deal
  + You do not need to do anything special when there is a tie in a round.
* Think about how you would build this project and write your plan down. Consider classes such as: **Card**, **Deck**, **Player**, as well as what **properties** and **methods** they may include.
  + You do not need to accept any user input, when you run your code, the entire game should play out instantly without any user input inside of your browser’s console.

**The completed project should, when executed, do the following:**

* Deal 26 Cards to each Player from a Deck of 52 cards.
* Iterate through the turns where each Player plays a Card.
* The Player who played the higher card is awarded a point
  + Ties result in zero points for both Players
* After all cards have been played, display the score and declare the winner.
* Write a Unit Test using Mocha and Chai for at least one of the functions you write.

**Video Steps:**

* Create a video, up to five minutes max, showing and explaining how your project works with an emphasis on the portions you contributed.
* This video should be done using screen share and voice over.
* This can easily be done using Zoom, although you don't have to use Zoom, it's just what we recommend.
  + You can create a new meeting, start screen sharing, and start recording.
  + This will create a video recording on your computer.
* This should then be uploaded to a publicly accessible site, such as YouTube.
  + Ensure the link you share is **PUBLIC** or **UNLISTED**!
  + If it is not accessible by your grader, your project will be graded based on what they can access.