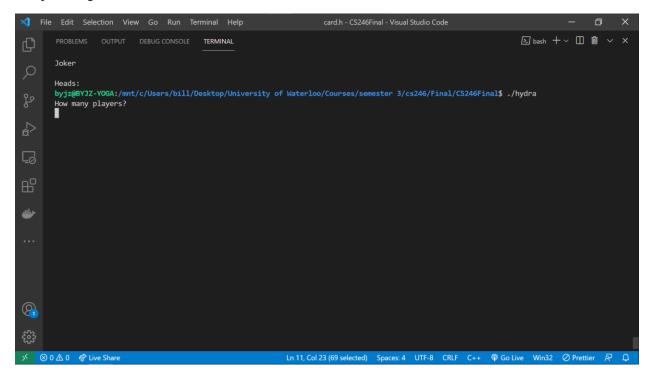
### Player Inputs:



### 1. 2 players:

# 2. 7 players:

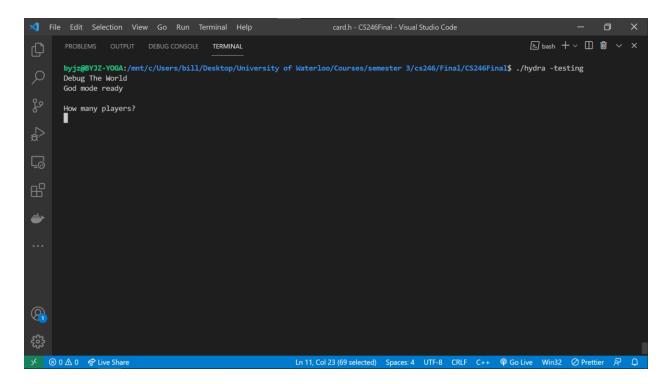
```
| File | Edit | Selection | View | Go | Run | Terminal | Help | Cardh - CS246Final - Visual Studio Code | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ..
```

## 3. 1 player (handle exception):

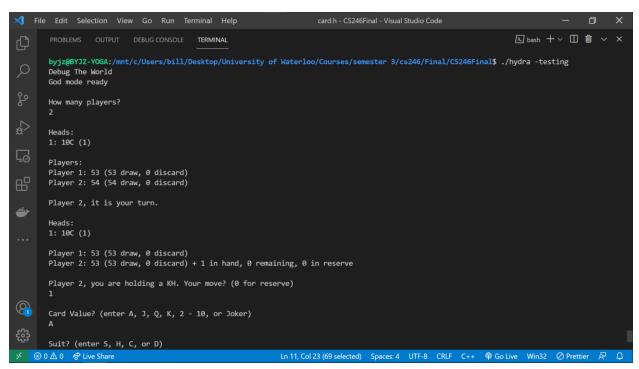
```
File Edit Selection View Go Run Terminal Help cardh - CS246Final - Visual Studio Code — ① X

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL Debug
```

# Testing Mode:



1. Change value and suit of the card



```
    □ bash + ∨ □ 
    □ ∨ ×

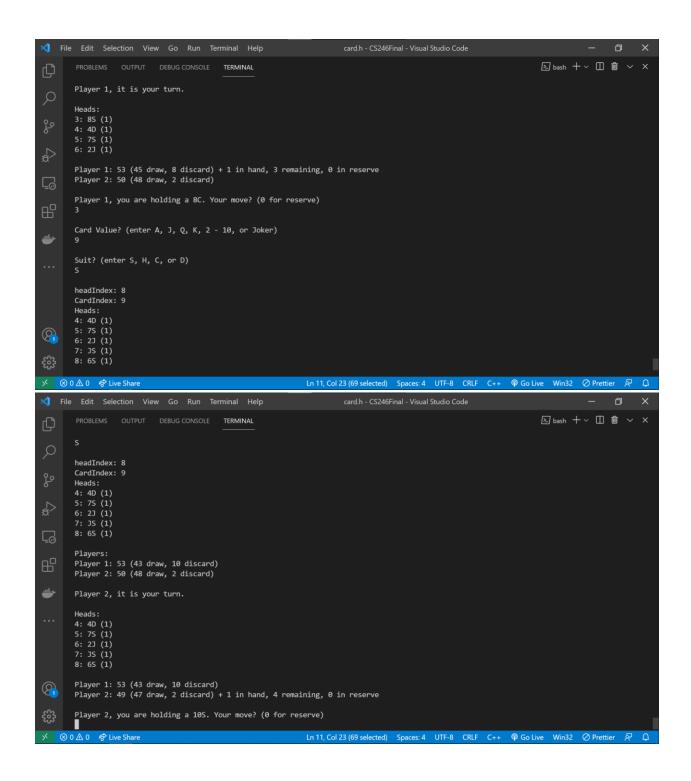
        PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
        Player 2, you are holding a KH. Your move? (0 for reserve)
        Card Value? (enter A, J, Q, K, 2 - 10, or Joker)
        Suit? (enter S, H, C, or D)
headIndex: 10
        CardIndex: 1
        Heads:
1: AS (2)
        Players:
Player 1: 53 (53 draw, 0 discard)
Player 2: 53 (53 draw, 0 discard)
        Player 1, it is your turn.
        Heads:
        1: AS (2)
        Player 1: 52 (52 draw, 0 discard) + 1 in hand, 0 remaining, 0 in reserve Player 2: 53 (53 draw, 0 discard)
        Player 1, you are holding a KS. Your move? (0 for reserve)
  ⊗ 0 ▲ 0 🕏 Live Share
                                                                        Ln 11, Col 23 (69 selected) Spaces: 4 UTF-8 CRLF C++ @ Go Live Win32 🕢 Prettier 🔊
```

### Rules:

1. Take head from reserve and create new heads:

#### When one head:

When multiple heads:

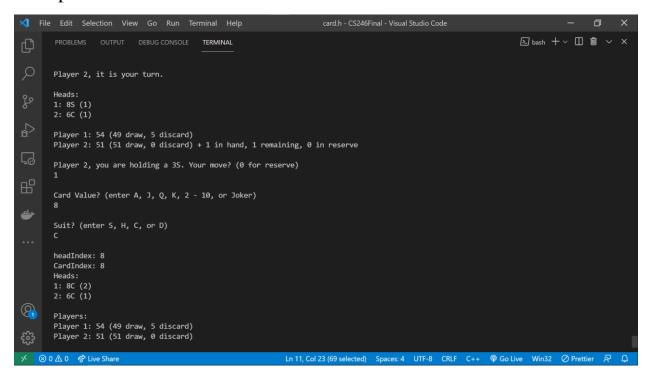


2. Stop players turn when having the same value:

When only one head:

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
      Player 2, it is your turn.
      Heads:
      1: 25 (3)
      Player 1: 52 (52 draw, 0 discard)
Player 2: 52 (52 draw, 0 discard) + 1 in hand, 0 remaining, 0 in reserve
      Player 2, you are holding a 2H. Your move? (0 for reserve)
Card Value? (enter A, J, Q, K, 2 - 10, or Joker)
      headIndex: 2
      CardIndex: 2
      Heads:
      1: 2H (4)
      Players:
      Player 1: 52 (52 draw, 0 discard)
Player 2: 52 (52 draw, 0 discard)
× ⊗ 0 ∆ 0 🕏 Live Share
```

### Multiple heads:



### 3. Reserve

Reserving:

```
≥ bash + ∨ □ · · ×
       Player 2, it is your turn.
       Heads:
       4: 4D (1)
       5: 7S (1)
6: 2J (1)
       7: JS (1)
8: 6S (1)
       Player 1: 53 (43 draw, 10 discard)
Player 2: 49 (47 draw, 2 discard) + 1 in hand, 4 remaining, 0 in reserve
       Player 2, you are holding a 10S. Your move? (0 for reserve)
       Suit? (enter S, H, C, or D)
       Heads:
       4: 4D (1)
       5: 7S (1)
6: 2J (1)
       8: 65 (1)
       Player 1: 53 (43 draw, 10 discard)
                                                               Ln 11, Col 23 (69 selected) Spaces: 4 UTF-8 CRLF C++ @ Go Live Win32 ⊘ Prettier 🛱 🚨
                                                                                                                       ≥ bash + ∨ □ · · ×
        PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
CD
       7: JS (1)
8: 6S (1)
       Player 1: 53 (43 draw, 10 discard)
       Player 2: 49 (47 draw, 2 discard) + 1 in hand, 4 remaining, 0 in reserve
       Player 2, you are holding a 105. Your move? (0 for reserve)
Suit? (enter S, H, C, or D)
       Heads:
       4: 4D (1)
       4: 40 (1)
5: 7S (1)
6: 2J (1)
7: JS (1)
8: 6S (1)
       Player 1: 53 (43 draw, 10 discard)
Player 2: 48 (46 draw, 2 discard) + 1 in hand, 3 remaining, 1 in reserve
       Player 2, you are holding a 6D. Your move? (0 for reserve)
```

### Swapping reserve:

