

# Guts Card Game

## Project Specification Documentation

### Requirements and Technical Specs for Guts Card Game C#

1. Ensure Guts Card Game portability by making it Accessible and functional from a variety of hardware, Guts Card Game must (be) :
  - a. Easy for who wants Guts Card Game to Find Guts Card Game.
  - b. Download in reasonable timeframe.
  - c. Encapsulates all functionality around Guts Card Game. (Nothings missing).
2. The Player must have a variety of ways to play.
  - a. The player can play as anybody they choose.
  - b. The player must be able to leave the game entirely, and easily return to playing as themselves.
  - c. If the player doesn't want to play as a player they don't have to.
3. Game and Application stability – Guts Card game must execute without error
4. The Rules of Guts Card Game
  - a. At least 2 players .
  - b. The deck is shuffled, each player is given two cards (don't show each other).
  - c. Both players decide if they want to place a bet and ante up or pass.
  - d. Players get one pass per game (10 Rounds).
  - e. If both players ante then cards are revealed and the player with the highest Pair gets the opposite buy in.
  - f. After 10 Rounds the player with the most money wins
  - g. Allow one round pass per game

### Technical Requirements

1. Ability to write to a file and read from a file
2. Play the game of Guts
3. Way to save a players name and score
4. Way for players to bet there bank account
5. Way for players to pass on 1 round of their choice
6. Save Computers name and score
7. Must be able to win Guts Card Game
8. Must be able to lose Guts Card Game
9. A Bank account system for soring and moving money between the players

10. Shuffling of cards in a deck

11. Fair distributions of cards from the deck