Web Development – Mr. Turner

Project – War Card Game

Step 1

**Project Overview**

War is a game where 2 players each play 1 card at a time from their hands. The player with the highest card collects both. If there is a tie, they have a war. The player who captures all of the cards wins.

**What to Program**

War is a 2 player game so the first thing you need to consider is how to make your players.

* Each player in the game will have a deck of cards (at the beginning of the game, this will be half of the deck).
* Each player in the game will be responsible for playing cards to the table. In a regular round, this will be 1 card. When a war occurs, this will be more than 1 card.

Consider making your players into objects the same way that cards were made into objects. Create the players and then add the necessary properties by accessing them with the dot (.) operator. That way you can associate whatever objects are directly tied to a player with that player.

***Do not consider display when setting up this structure. Your players are not comprised of the cards that are displayed on screen. It is exactly the other way around.***

**How To Test**

Create a rudimentary display for testing. These are the essentials that you will need for testing your game:

* A graphic that shows each player’s deck. You can use one of the card back images.
* The card or cards being played to the table. For the time being, stick with a single card. We can update the display once we start to program wars.
* The number of cards in each deck or pile. This will be essential to the players so that he or she can keep track of what’s happening in the game. It will also be essential to you during testing.

Once your display is made, write code so that it shows the card backs and the number of cards in each player’s deck. Call the display function at the end of initialize after making the players. If all goes well, you should see the card backs and the number 26 next to each for the size of the decks.