Web Development – Mr. Turner

Project – War Card Game

Step 2

**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**

Once you have your players set up, each with their own decks of cards, it’s time to start thinking about how the round goes. In a round, each player plays the top card off of his or her deck to the table. Activate each round with a simple button.

What to consider is how you’re keeping track of which cards have been played to the table and who they belong to. Though we’re only working with a single card at this stage, you have to remember that a war consists of each player playing out 4 more cards.

For now, just flip the top card off of each player’s deck.

**How To Test**

You’ll want to display the cards that are flipped. Create space for each player to have his or her played card shown. Every time you click the button for a new round, the next card from each deck should be flipped and show up on screen.

Write a display function which updates the spaces with images stores in the card objects. Call the display function after every card flip.