Web Development – Mr. Turner

Project – War Card Game

Step 3

**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**

At the end of each round, the player with the highest card takes both cards. Write the code that does the comparison and sends the cards to the right player.

***Note: It is extremely important to collect the opponent’s card first and place the two cards underneath the deck. You do not want cards coming back into play right away and you don’t want to create a pattern that runs the game forever.***

**How To Test**

When we set up the program, we created outputs for the number of cards in each deck. If you update this output in your display function, you should see it change according to who wins the round.