Web Development – Mr. Turner

Project – War Card Game

Step 4

**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**

If there is a tie, a war happens. When a war happens, each player has to throw 4 more cards, but only the last one thrown is visible.

Build on your code for playing a card. If you think about it, all you really need to do if there’s a war is play more cards before collecting. When it’s done, just compare the last cards thrown. The higher card is the winner and gets all 10 cards. If there’s another tie…

Keep in mind that a player may not have enough cards left to complete the war. Don’t force a player to throw cards he or she doesn’t have. Program a failsafe for that instance.

**How To Test**

Test the war itself before programming in the failsafe. You can run the game until a war comes up or you can write code that creates a war right off the bat (just add a couple of aces to the top of the decks after shuffling; you don’t even have to worry about having duplicate cards in the deck. Once you verify that it’s working, you can move on.