Web Development – Mr. Turner

Project – War Card Game

Step 5

**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**

Now that you have the mechanics of the game programmed, you need to check and see if the game is over after every round. Ask yourself these questions:

* When does the game end?
* How will you program the computer to know when those conditions exist?
* When will you perform this operation?

**How To Test**

At this point, it’s worth your time to test complete games. You can stack the deck so that the game ends quickly if you want to test *just* the end game, but the program is almost complete and you want to make sure it runs smoothly as a whole.