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**

The final part of the process is the front end. What do you want your screen to look like? The design is entirely up to you. As always, be careful of your color choices.

As an added challenge, consider the possibility of making additional card games. If you created a card game web site, you’d want all of the pages to look similar.

***Can you create a CSS file that would work for any card game?***

**How To Test**

Just run it and see how it looks. Remember some of the tricks of the trade:

* Don’t use fixed or absolute positioning as a foundation for placing your elements. Work within the natural flow of the page, creating constraints that force it to position elements properly regardless of resolution.
* If something isn’t appearing where you expect, use thin red borders to see the true positioning of the element. This can sometimes clue you in as to why things are put of place.