**CASINO WAR GAME**

* **Main Class:**

User interaction: menu

* **Game Class**

**//game logic**

ifTie method

ask do u wanna go to war?

If yesWar

newBet = 2x bet

discard 3 cards from the deck

draw another card

if cardHigher

get newBet plus 1/2newBet back

if cardLower

ifCardLower() called

if tieAgain

get bet back

if noWar

get ½ bet back

* **Card Class (Tibor):**

card variables assign int from lowest to highest

* **Deck (Kate)**

var cardDeck

shuffleCards method

* **CardHand (Kate)**

var drawnCardPlayer

var drawnCardAI

* **Intelligence (Antoine)**

var AIplayer

Normal difficulty – randomly give up

Hard difficulty – algorithm that counts the cards and remembers them and decides when to give up based on certain probability

Hell difficulty – NTH – implemented only if we have time, side betting feature (extra betting on a tie)

* **HighScore**

array scores(moneyWon)

sort

serialisation

* **Player (Kate)**

var player

drawCard method

* **Bet (Tibor)**

//betting logic

var betPlayer

var betAI

methods:

ifCardHigher (get 2xbet back)

ifCardLower(loose bet)

ifSurrender method (get back half)

ifWar(double bet)

* **UI (Tibor)**

modelling the cards and stuff