**Game\_Design**

**Class**

Hilo\_game

**Responsibilities**: The player guesses if the next card drawn by the dealer will be higher or lower than the previous one.

**Attributes**

cards

card

next\_card

score

isPlaying

higher\_or\_lower

play\_again

**Methods**

start\_game()

guess\_next\_card()

display\_card()

display\_next\_card()

compare\_cards()

display\_score()

get\_playing\_decision()

**Class**

Cards

**Responsibilities**: Shuffle the cards and select one.

**Attributes**

value

**Methods**

Shuffle()

"""**Hilo Game.**

The player guesses if the next card drawn by the dealer will be higher or lower than the previous one.

**Attributes:**

cards: Cards instances.

is\_playing (boolean): Whether the game is being played.

score (int): The score inicial is 300.

card (int): Stores the first number card to be shown to the user.

next\_card (int): Stores the next number card to show the user.

higher\_or\_lower: Stores the letter "l" or letter "h" as the user chooses.

play\_again: Stores user response whether they want to continue playing or not.

"""

**Methods:**

**start\_game():**

"""Starts the game by running the main game loop.

**display\_card():**

""“. It will show first random card for the game.

**guess\_next\_card():**

""“. Select the user's choice to guess whether the next card is greater or less than the first card displayed.

**display\_next\_card():**

""". It will show next random card for the game.

**compare\_cards():**

""“. Compare the first with the second side and assign score to the player depending on the choice the player has made to guess.

**display\_score():**

""". Displays the player's current score.

**get\_playing\_decision(self):**

""". Allows the user to decide whether they want to continue playing or not.

**"""CARDS**

The responsibility of Cards is Shuffle the cards and select one.

**Attributes:**

value (int): Store the value of the card between number 1 and 13.

"""

**Methods:**

**shuffle(self):**

"""Generates a new random value.