

## **Project – Virtual Deck**

### **Quality of Work - 3**

The readme does a good job of explaining the long-term goal of the project, but I don't know what has been achieved at this point. I can see that you have the basic html and css for a deck of cards, but beyond that, is there anything that can be done with the cards?

### **Intellectual Merit - 2**

Instead of trying to create “a library of rule sets” just focus on making one game that can be played seamlessly, potential against a simple AI. Also how do you plan on integrating online multiplayer, the readme provides no information on how you plan to incorporate this much more significant task.

### **Video - 0**

No video found in Git-Hub to review.