

Task: Implement the War Card Game

Objective:

Build a Python program that simulates the War card game using object-oriented programming. The game should involve two players and be played with a standard deck of 52 cards.

Instructions:

Create the Player class:

- Implement a Player class that represents a player in the game. Each player should have:
 - A name (string) to identify them.
 - A hand (a list of cards) to store the cards they hold.

Create the Game class:

- Implement a Game class that manages the flow of the game. The Game class should:
 - Initialize with two players and a shuffled deck of cards.
 - Provide methods for playing the game, such as `play_round()`, which simulates a round of the game.
 - Determine the winner of each round and distribute cards accordingly.
 - Keep track of the score or number of rounds won by each player.
 - Declare a winner when the game is over.

Game Rules:

- In a round, each player should play one card from their hand.
- The player with the higher-ranked card wins the round and takes both cards.
- If there's a tie (both players have cards of the same rank), it's a "war." Each player places three cards face down, and then they each play another card. The player with the higher-ranked card in the "war" wins all the cards.
- The game continues until one player has all the cards, or until a specified number of rounds is played.

Extensions (Optional):

- Implement additional features or rules for the game, such as tracking the number of rounds played, providing detailed game statistics, or implementing a custom rule for ending the game.

Notes:

- Use the Card and Deck classes from your previous assignment to create and manage the cards and the deck.