

Card Game for 2 players in command line

Topics:

1. Build
2. Test
3. Run

Build:

1. For loop used with array of 10 cards to get new deck.
2. To shuffle `Math.random` used for deck and distributed 20 cards each.
3. If condition used to compare the pop card and decided who wins based on drawn card.
4. If one player left with zero cards, automatically opponent will win the game.

Test:

1. Install `npm i jest --save-dev` (JavaScript testing framework, enables automatic unit testing)
2. Remove all `Console.log` in `index.js` file for this project to get clear test case output.
3. Cmd to run the test-cases: `npm run test`

Run:

1. Uncomment the code which did during the test case running.
2. Cmd to run the code:
Syntax: `node {filename}`
For this project: `node index`