**Task completed: 3 – Card Game**

**Success Criteria:**

1. Have a login system (subroutine) to authenticate players
2. Get deck from file and randomise array
3. Loop over deck array and let players draw the top card every time
4. Compare cards to find winner of each hand
5. Add both cards to winner’s card stack
6. Find winner (one with the largest card stack)
7. List all cards held by the winner
8. Store winner’s score in a file
9. List top 5 high scores

**Design:**

**Pseudocode:**

// deck is a list of 30 cards formatted as "Colour Number"

handNum = 1

while length(deck) != 0

print("Hand " & handNum)

// Both players draw the top card

p1ActiveCard = deck[0]

delete deck[0]

p2ActiveCard = deck[0]

delete deck[0]

print(p1Name & " drew a " & p1ActiveCard)

print(p2Name & " drew a " & p2ActiveCard)

// Get colours as first part of card

p1Colour = p1ActiveCard.split(" ")[0]

p2Colour = p2ActiveCard.split(" ")[0]

if p1Colour == p2Colour then

// Get numbers as second part of card and compare them

p1Number = integer(p1ActiveCard.split(" ")[0])

p2Number = integer(p2ActiveCard.split(" ")[0])

if p1Number > p2Number then

WinHand(p1\_cards, p1Name)

else

WinHand(p2\_cards, p2name)

end if

else

ColourCompare(p1Colour, p2Colour)

end if

handNum ++

end while