"Draw to 21"

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Language: Java 8
IDE used: Code Runner & Eclipse

This game allows 2 to 4 people to play the game where each player draws out a card from a shuffled deck. The player with the highest card wins the round and earns 2 points. To win the whole game, the first person to score 21 and win by 2 compared to other players. There are also 4 penalty cards that decrease the points of the player who draws the penalty card by 1.

First the players are greeted to the game and then prompted to choose the number players participating in the game: 2 to 4.

```
WELCOME TO THE CARD GAME
    *** DRAW TO 21 ***
How many player?(2,3,or 4):
```

Upon choosing a valid number of players, then the players are asked to enter their name.

```
WELCOME TO THE CARD GAME
    *** DRAW TO 21 ***
How many player?(2,3,or 4): 2

ENTER NAME OF PLAYER 1: ALICE
ENTER NAME OF PLAYER 2: BOB
```

If a duplicate name is entered, the game will notify the player and prompt again until a valid name is entered.

(In the case of same name, the game hints to associate numbers with names.)

After enter the names of the participants, the game begins with round 1 and prompts the first player to enter any key to tell the game to draw a card from the deck.

```
WELCOME TO THE CARD GAME
    *** DRAW TO 21 ***
How many player?(2,3,or 4): 2

ENTER NAME OF PLAYER 1: ALICE
ENTER NAME OF PLAYER 2: BOB

*******Start Round: 1*******
Enter any key to draw a card ALICE: |
```

(Player ALICE can enter any key and press the enter key to initiate the drawing of the top card from the deck.)

```
WELCOME TO THE CARD GAME
   *** DRAW TO 21 ***
How many player?(2,3,or 4): 2


ENTER NAME OF PLAYER 1: ALICE
ENTER NAME OF PLAYER 2: BOB


*******Start Round: 1*******
Enter any key to draw a card ALICE: a
3 of Heart


Enter any key to draw a card BOB: b
8 of Spades


*------* Score Board *------*
Name     Score

_____
ALICE :  0
BOB :    2
*******End Round1************


*******Start Round: 2*******
Enter any key to draw a card ALICE: |
```

Once both players initiate a draw from the deck, their cards are displayed and the score of the winner's is incremented by 2.

Soon after the next round begins and the game repeats.

```
*------* Score Board *------*
Name     Score

_____
ALICE :  6
BOB :    10
*******End Round8************


*******Start Round: 9*******
Enter any key to draw a card ALICE: a
PENALTY of MINUS ONE


Enter any key to draw a card BOB: b
Jack of Diamonds


*------* Score Board *------*
Name     Score

_____
ALICE :  5
BOB :    12
*******End Round9************
```

If a player draws a penalty card their score is decremented by one and the other winner's score is incremented.

```
*******Start Round: 19*******
Enter any key to draw a card ALICE: a
4 of Heart

Enter any key to draw a card BOB: b
10 of Clubs

*-------* Score Board *------*
Name     Score
_____
ALICE :   21
BOB :      16
*******End Round19***********

Congratulations ALICE! You won!
 Game ended
```

The first person to reach 21 or more and win by difference of 2, is declared winner.

THE GAME ENDS HERE…..

Special case: When the deck of cards run out in the middle of the game, the deck is renewed so the game can continue.

Project structure:

DrawToTwentyOne
       -bin
          -game
               -BINARIES OF .java Files
        -docs
           -Javadoc files/folders
           -README(This file)
        -src
          -game
               -Card.java
               -DeckOfCards.java
               -DrawGame.java
               -Player.java
               -ScoreBoard.java