Project 3

Due Feb 18 by 11:59pm **Points** 50 **Submitting** a file upload

After a couple very particular projects in a row, I wanted to make a more personable project for this project.

Using our new knowledge of classes, shallow copy, deep copy, references and aliases make an implementation of a card game. This may be any card game that is interesting to you. You may use examples we have done in class, make up your own card game (as long as it is involved), or implement a version of an existing game.

While this project is fairly open ended, you MUST include:

- A card class to keep track of the card details (suit/color, value, etc.)
- Comments noting any time you use an alias, reference, deep copy, or shallow copy (likely drawing cards or other interactions)
- A comment on top describing your game in detail
- Upload your project to your Git repository in a project 3 folder

Otherwise, please have fun with this project and make something enjoyable.

Some Rubric

Criteria	Ratings		Pts
Coding Style Comments are used well to explain the code. Variables are named reasonably. Indentation matches expectations. Named constants are used instead of placing values directly into the code. Code is generally readable. Etc.	**8 pts Full Marks**	**0 pts No Marks**	8 pts
Uploading To Git The project is uploaded correctly to your git repository	**4 pts Full Marks**	**0 pts No Marks**	4 pts
Card Class The project includes a card class used to hold details of cards	**15 pts Full Marks**	**0 pts No Marks**	15 pts
Comments on Aliases, References, Shallow Copies, and Deep copies You commented on EACH occurrence of the above topics	**10 pts Full Marks**	**0 pts No Marks**	10 pts
Working Game Your game is fully implemented and playable	**10 pts Full Marks**	**0 pts No Marks**	10 pts
Comment Describing Game A comment at the beginning of your code describes the card game you are implementing	**3 pts Full Marks**	**0 pts No Marks**	3 pts
			Total Points: 50