**Assignment 3**

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There are a lot of features that I implemented in this assignment. The detail is given below:

* Takes name from the user.
* Test the name is valid.
* Have an option to draw cards from the deck of 20 cards as per the user need. But user can’t draw more than 3 cards.
* draw 2 cards.
* draw 3 cards.
* Play cards as per user interest.
* Play creature card – attack the opponent.
* Play creature card – defend the opponent.
* Creature cards attack the opponent directly in case opponent has no cards in battlefield.
* Play resource card to increase resources as per user need.
* Play heal spell to increase the life points of player.
* Play fireball to attack the opponent directly.
* Play “Destroy creature” spell to destroy the creature card of the opponent.
* Ask user to attack the creature card in every turn.
* Once creature card is played in one turn, it will not be anymore for that turn. But if card is not destroyed yet, it can attack the opponent in the next turn.
* Plays shield equipment card to increase the defense strength of the selected creature card.
* Play sword equipment card to increase the attack strength of the selected creature card.
* Once any card played except creature, removed from the battlefield to discard pile. But creature card only removed from the battlefield until it destroyed.
* To play card, user must have enough resources.
* If user select card with more resources than he has, it will again ask the user if he wants to select other card.
* User can attack every card of the battlefield in every turn.
* creature must block every turn.
* If any player’s life points are less than or equal to 0, the game will be over.
* If player do not have any card in deck remain, game will be over.
* Determine winner according to their life points.
* And many more- just play the game or check the code for more features.

I have spent all nights of this week to create and debug this code. Please have a look it and mark me.