

To run the card game, download the .zip file from the Git repository and run CribbageGame on any compiler. The code will prompt you to disclose how many players will be playing (2-3), and generate six random cards to each player if there's two players or generate 5 random cards if there's three players. The players will also discard two cards to the crib if there's two players, but they will discard only one card to the crib if there's 3 players. After everyone discards their chosen cards, players play cards until they exhaust their hand; to which the game will end, revealing the final scores of everyone (and the victor). There could also be a case of tie in which it will display all players tied with the highest score. All of the player input in this game is card syntax (Ex: d2, c4, dA, h9, etc), so any invalid input will prompt the code to resend the same message.