**Shithead Tournament**

**Sanity check**

1. Clone the repo from <https://github.com/JonathanShifman/shithead-tournament.git>
2. Set environment variable SHITHEAD\_REPO\_PATH with the path to the repo
3. Open the repo in your IDE.
4. Run the Main class. It should run a game between 3 instances of SimplePlayer.
5. Check the logs in games.Shithead\log

**Implementing your own player**

To implement your own player, create a new class (in games.shithead.players package) that extends PlayerActor.

You will need to implement (at least) 4 methods:

* getName
* chooseVisibleTableCards
* getPlayerMove
* getPlayerInterruption

You are free to override any methods you like from PlayerActor (which already has the basic functionality implemented).

To run a game with your player participating, simply edit the games.Shithead\config\players.txt file.