**Liam Hurley OOP Mini-Project Specification**

**Project Title:** Top Trumps Card Game

**Author:** Liam Hurley

**Project Aims**

* To create a fully functional ‘Top Trumps’ game that implements realistic Top Trumps rules.
* The player must be able to select how many CPU opponents they wish to face.
* The system must contain logic to determine if a round was won by a player or drawn.
* If a round is won, the system will be able to assign the “in-play” cards to the winner’s hand.
* The system will contain validation to prevent the user from inputting bad values when creating a game or creating/editing a card.
* The system will implement the MouseListener and ActionListener interfaces to handle events such as selecting a stat.
* Have extra functions for creating, editing, removing and viewing user-created Cards.
* Be able to serialize and deserialize both Game History and Created/Amended Cards.