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This code is a simple command-line implementation of the card game Bluff (also known as Cheat or I Doubt It). Here's a quick breakdown of what the code does:

Game Setup:

It starts by asking how many players (2–6) will play.

A standard deck of 52 cards is created, shuffled, and dealt evenly among the players.

Gameplay:

Players take turns playing cards face-down to a central pile.

On each turn, a player tries to match the current rank (e.g., "Ace", "2", etc.) but can bluff by playing other cards instead.

Other players have the option to call "bluff." If the current player is caught bluffing, they pick up the pile. If the bluff call is incorrect, the challenger picks up the pile.

Player Actions:

Players can either play cards (declaring the rank they're playing) or pass their turn.

The pile accumulates cards until someone picks it up after a bluff call.

Game End:

The game continues until one player runs out of cards, and they are declared the winner.

Classes:

Player: Represents a player, storing their name and hand (cards).

Main: Handles the game logic, including turns, bluff calls, and checking if a bluff occurred.

This implementation focuses on player turns, bluffing mechanics, and maintaining the pile. It’s interactive and works entirely in the console.