*qUEST NUMBER 2*

**Deadline: 11 April 2024**

A game of spade and hearts is already developed in C++ in the first semester.

Original Assignment is attached along the email.

**Changes**

1. Make a class for players.
2. Use Static Variables for scoring.
3. Make an interface of the profile.

* Adding a new profile
* High Score using Static Variable
* Name, and User Name of the player.

1. Two Player Mode
2. Use Polymorphism and Inheritance.
3. Don’t use heart and spade instead use blank space for spade and heart for hearts.
4. At the end of the game show score.
5. For Two player mode no score is shown. Both player will play alongside and the one who will mine all hearts first will win.
6. Make a function of toss, to decide which player will mine first.
7. At last show stats for both players of all wrong moves and right moves.
8. Do not use file handling. Instead only store all info in a string and print it on screen.
9. Do not store it like in the original assignment but only store it for until the program is running.