The Game – Manual.

Files

- To find the executable:
  - Term1\Debug\The_Game.exe
- To access the source files:
  - Term1\Term1\Term1.vcxproj
    - Open this in visual studio.

Gameplay

1. Upon startup, you will be asked how many players are to be included in the game.
   a. Please choose your desired number of players.
2. For each player, you will be asked for a name and whether or not you'd like them to be controlled by an AI or by a human.
   a. Please enter a name for each and either 1 or 0 (AI or human).
3. When the game is fully loaded and ready to run, it will ask you to press a key to continue and start the game.
4. Players' turns will be ran consecutively, one after another.
5. You will be asked to press a key to show the current player's hand of cards.
6. If the current player is a human, the player's hand will be shown, and then a card and play pile asked for to make a 'play'.
   a. If you have played 2 cards already, you may end your turn voluntarily by typing '0' when asked for your card choice.
   b. You can cancel your choice of card by typing '0' when asked for the play pile.
   c. If the 'play' you've attempted to make is invalid, you will be notified and will have the option of viewing the placement rules before being asked for a new 'play'.
   d. If the 'play' you've attempted to make is valid, it will be played.
7. If the current player is an AI, they will take their turn, play 2 cards, and end their turn.
8. This loop of player turns will continue until a game ending condition has been met.
9. The score will then be displayed, and you'll be asked if you'd like to play again.