
War Card Game

Skills: Swift, XCode

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Summary

The code for the card game War was interesting to make as it was a new experience using Swift as a programming language, to overcome this hump I had to practice and look through the documentation of Swift to learn how to code effectively in it. After this was done the process of the code was straight forward with action event listeners and conditional statements.

Gameplay

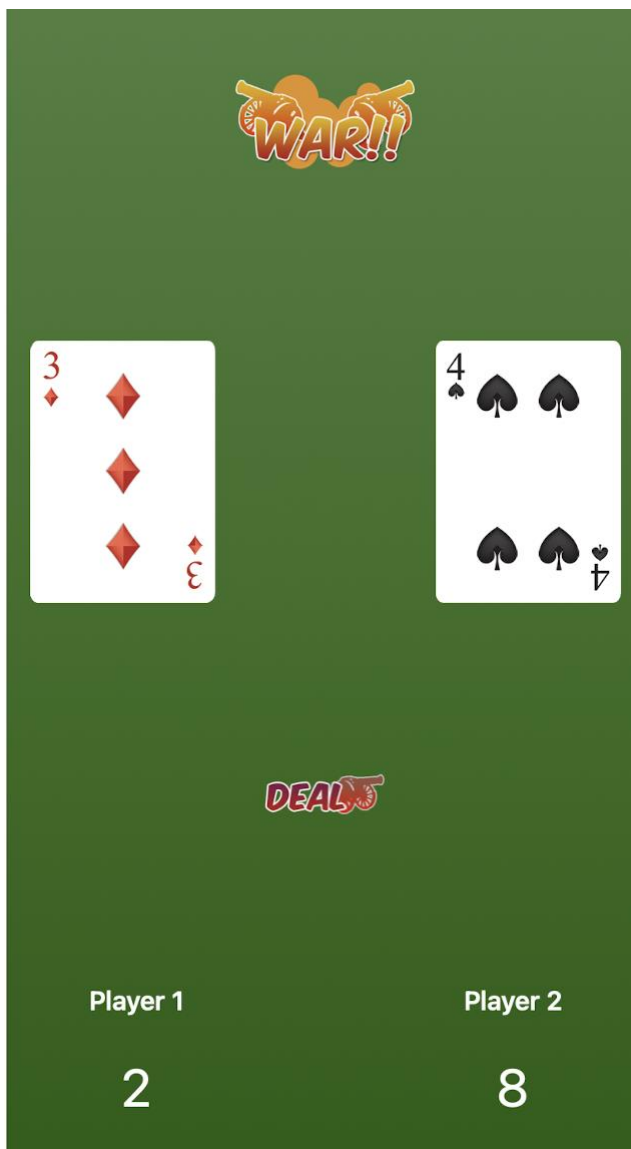


Figure 1 - The UI of the game