

1 loop of i
 num = 5
 5 x (5-1) 5 x 4
 n-2

Random
 • distribute 5 cards from 52 at random
 1 set for each player

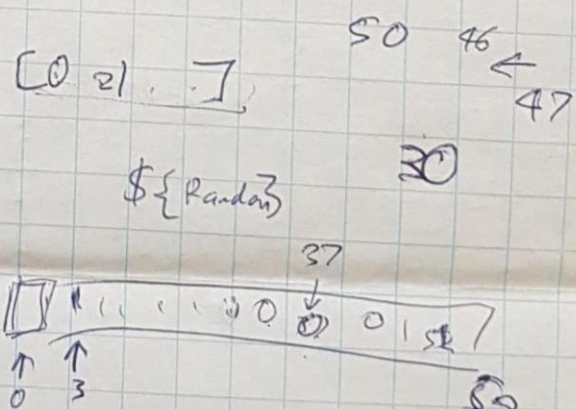
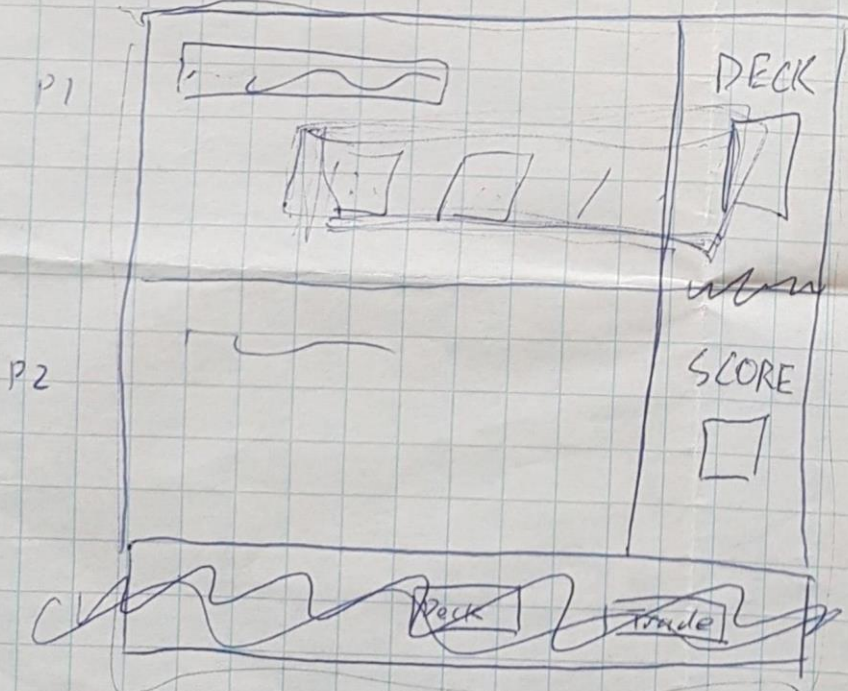
3 x (3-1) 3 x 2
 n-2
 .js → main code
 → functions

active--player
 buttons

- Setup Hands
- Render
- Initiate Deck
- Take Turn
- Reset Card
- Toggle Card
- End Deck

assets
 x 52

0 - 51
 len = 52
 42 47

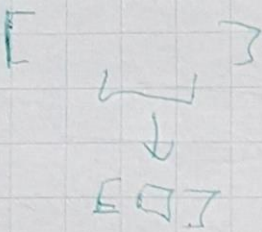


0 1 2
 A 13
 Spades
 A 2 3 4 5 6 7 8 9 10 J Q K
 Hearts
 Clubs
 Diamonds
 10 11 12
 11 12 13
 22 23 24
 23 24 25
 J Q K
 J Q K
 J Q K

1 3 5 6 8

44 45 46

1. Num Card option
2. Stealing card



- Evaluate Hand {
- Start of game
 - deck switch
 - trade

J = 11 Q = 12
 K = 13
 J Q K J J J
 X = 0
 ↳ or steal

样

AP

AP = 0

P1 ↔ P2



Re-arrange C1

Picking a card C1

Keep

Discard

Discard

0-1-2

Scored :

['Ray', 'Sunny', 'Nate', 'Sunny']

scorer : { Ray: 1,

Nate: 1,

Sunny: 2 }

scorer, Ray = 1

null, undefined, 0

scorer = { }

For (const player of game.scored) {

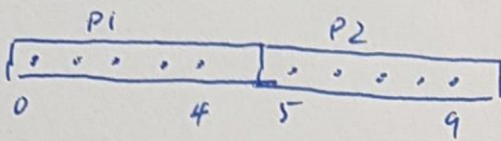
scorer[player] ?

scorer[player] ++ :

scorer[player] = 1

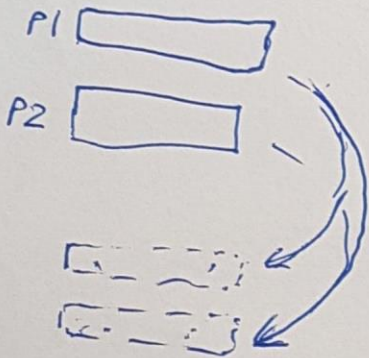
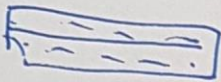
swap Player Cards() 3-1
on DeckClick()

Internally



P1[4] → P2[5]

↓ ↓
P Combined

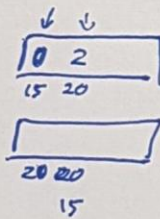


arr1 = [PIH]

arr2 = [PIH]

pos1 = 0

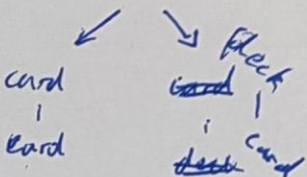
pos2 = 2



UI

EventListener, HTMLElement, click

distinguish



2/3/2022

setUpEventListener()

\$\$C3-Pag

• hidden = none

top card of deck

len = 1

bottom card

UI

gameplay

Card M

LOGIC

deck

Ordered cards deck (52)

shuffle:

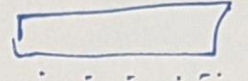
make random deck (52)

set up hand:

• delete last card from shuffled deck

• add in to hand array

Render



① 3

① 5

3-2 UI (actor/inter)

Logic:

1. card detect (clicking)

2. phase control

Deck Picking()

37

38

39

Function that manages all event listen

Reveal the card

done