Project 1

(Card game: WAR)

CSC-17C

Saul Aguilera

Rules of the game

\*We start with a standard 52 card deck. No joker cards included\*

1) This is a two player game. The 52 card deck is randomize and divided in half so each player gets 26 cards, faced down (unknown set).

2) With the decks faced down, each player turns over the 1st card at the top of the deck, and the card with the highest value wins that round. The player with the higher card takes both cards and places them at the bottom of their deck.

A) If both player’s place a card that has the same value, this goes into a new mode called “WAR”.

B) In WAR, each player will pull out 2 cards, the first one will be face down and the second one will be face up.

C) The player with the highest value card will take in all cards on the table(In this case 6).

a) If the face up cards are the same value again, this process gets repeated.

3)The game is complete when one player has collected all 52 cards.

Break down

Main File:

Here the main constructor will be created and the main components of the game will call to different classes. The two player will be created and dealt their cards. A 52 card will be cut in half and given to each player, meaning each player will get 26 cards.