

Rules: (simplified) * Since we're making the 2 person variant

① Goal → Empty your deck / avoid being the last player with cards.

② Env/Setup → We'll use a deck of 6x6-
→ 36 cards

↳ we remove the num cards from [2, 5].

↳ * Rank: A, K, Q, J, [10, 6]

← priority

③ How to play → its basically a turn based game (like most card games)

↳ ① turns are alternated b/w attackers & defenders.

↳ ② Attacker will attack with a card, which the defender must beat with a card of higher rank.

* some suite or trump.

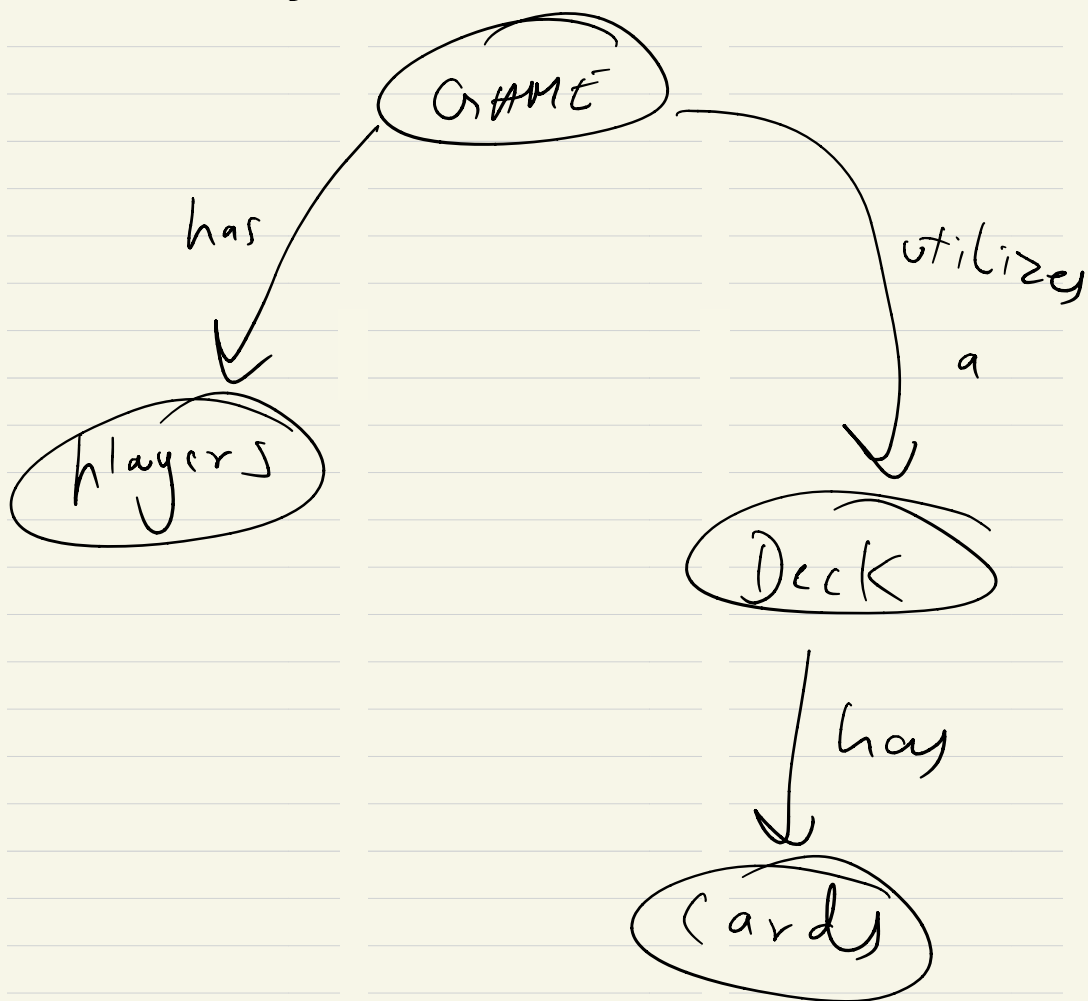
obviously: till we run out of cards.

④ Drawing Cards → Each player must have "6" cards.

∴ After each turn, players will draw a card from the deck.

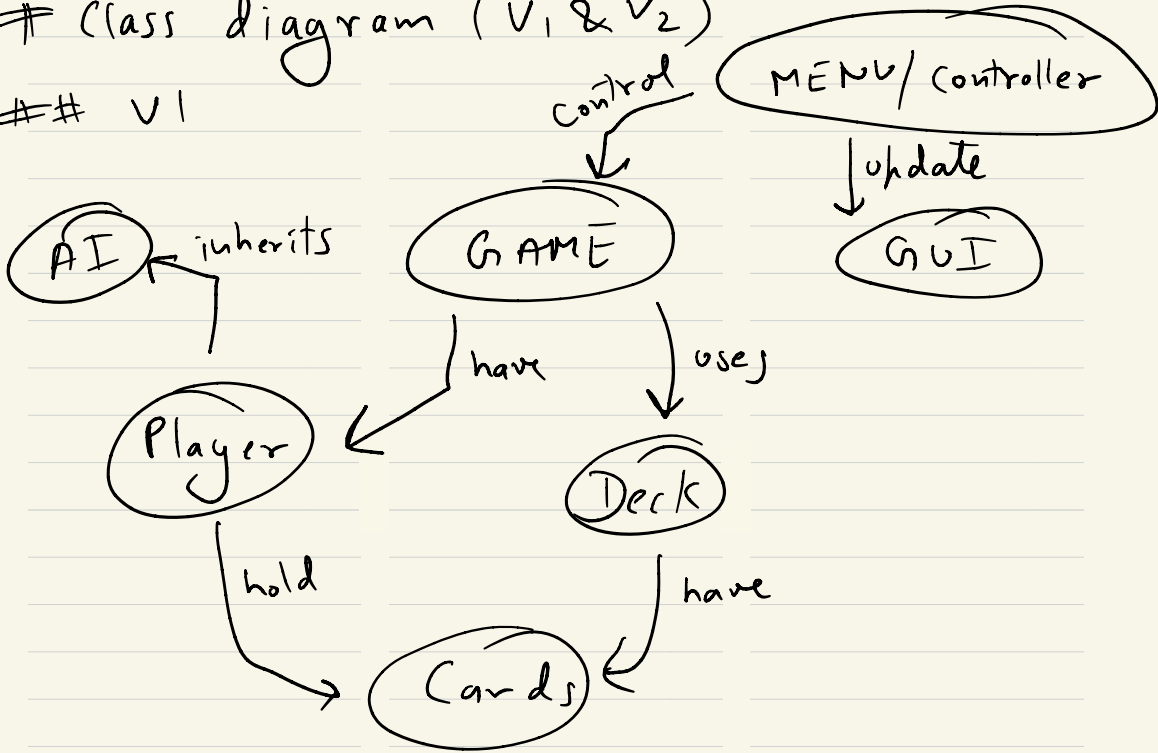
⑤ End the game → Winner: When the player has 0 cards left.
↓
(Durak)
→ loser: the other player loses.

class diagram (rough sketches)



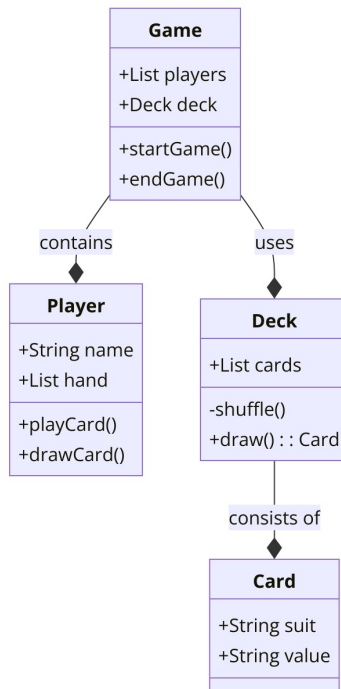
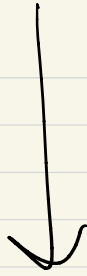
Class diagram (V1 & V2)

V1



V2 (simplified) → no AI





UML :

