

## For normal input

### *How many Players?*

#### **Input: 2**

Initialize the game with 2 players, we will see the players information of:

Players:

Player 1: 53 (53 draw, 0 discard)

Player 2: 54 (54 draw, 0 discard)

#### **Input: 1**

Initialize the game with 1 player, since this game need more than one players we will see the outputs:

ERROR: PLAYER NUMBER IS NOT ENOUGH TO PLAY

And will ask how many players again to get valid players.

#### **Input: 4**

Initialize the game with 4 players, we will see the players information of:

Players:

Player 1: 53 (53 draw, 0 discard)

Player 2: 54 (54 draw, 0 discard)

Player 3: 54 (54 draw, 0 discard)

Player 4: 54 (54 draw, 0 discard)

### *You are holding a ... Your move? (input 0 if you want to reserve this card)*

#### **Input: 0**

We will check if this move is valid first.

If the head number is equal to 1, we will see the outputs:

YOUR MOVE IS INVALID, MOVE AGAIN. Your move is

And input again.

If the head number is greater than 2

If there is not a reserve before, we will put this hand card to reserve and see:

You put a/an ... into reserve

If there is a reserve before, we will swap the cards and add one more round and see

You swap the reserve ... with ...

#### **Input 3**

If the input is valid, we will put the hand card on the third head, and check if it is valid, and might change the heads one the table.

### *Jocker value?*

#### **Input 3**

We will change the hand card's jocker value to 3. And only the next time this card would use, the card's attribute is "3J"

#### **Input 29**

This input is invalid, and we will need to input again, and we will see:

YOUR INPUT IS INVALID

Then, we will add one more move, and finish this move

## Testing mode (-testing)

*Do you want to use the testing mode (input Y for yes and N for no)*

**Input: N**

The input is valid, since we choose not to use testing mode, then we will output all the things as formal mode in this move.

**Input: K**

The input is invalid, then we will see:

YOUR INPUT IS INVALID

And goes back to check if we want to use testing mode again.

**Input: Y**

The input is valid, and we will do the following testing

*Card value? (input one of 2-10, J, Q, K, A or Jocker (jocker))*

**Input: 10**

You input is valid, then we will check if this value is used for the hand card or swapped for the reserve card.

If it is for the hand card, we will change the value of this hand card for the entire game, and ask to input the suit of this card. Then, do the formal game after changing the value.

If it is for the swap card, we will change the value for the reserve first, then, ask to input the suit of this card. After that we change the hand card with reserve, and do the formal game.

**Input: Jocker**

You input is valid, then we will check if this value is used for the hand card or swapped for the reserve card. Then, we will ask to input the value of Jocker.

If it is for the hand card, we will change the value of this hand card for the next move, and do the formal game after changing the value.

If it is for the swap card, we will change the value for the reserve first, then we change the hand card with reserve, and do the formal game.

And we will not need to input the suit of this card, as it's suit would be J and remain the same.

**Input: S**

The input is invalid, then we will see:

YOUR INPUT IS INVALID

And goes back to check if we want to use testing mode again.

*Suit? (input one of S, H, C, D)*

**Input: J**

The input is invalid, then we will see:

YOUR INPUT IS INVALID

And goes back to check if we want to use testing mode again.

Since for a jocker, we do not need to ask for suit, and we don't change a normal card to the jocker in this part.

**Input: S**

You input is valid, then we will check if this type is used for the hand card or swapped for the reserve card.

If it is for the hand card, we will change the type of this hand card for the entire game, and do the formal game after changing the value.

If it is for the swap card, we will change the type for the reserve first, then we change the hand card with reserve, and do the formal game.

**Input: CK**

The input is invalid, then we will see:

YOUR INPUT IS INVALID

And goes back to check if we want to use testing mode again

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