Game play:

* Ask for number of players
* Ask for player names
* Run each player’s turn:
  + Draw a card
  + Select card in hand to discard \*or\* discard drawn card
  + Move to next player
* Continue play until deck is empty
* Sort cards by rank and suit
* Ask each player to choose sets of cards from hand
  + Remove those cards from the hand so there are no repeats
  + Confirm cards belong in their sets
* Count number of cards remaining in hand and compare scores for each player
* Declare winner

Setup:

* Create Deck of Card() objects
  + Deck.create(), deck.shuffle()
    - Deck contains array and pointer to “top card”
  + Card.rank(number), Card.suit(number), Card.print()

Ask number of players:

* Int numPlayers
* Players[numPlayers]

Ask player names:

* String name
* Players[]: add Player(name) objects
  + Player constructor

<Deal cards>:

* Add cards from Deck object to Player.hand[]
  + Deck.drawCard(): retrieve “top” card, advance pointer
  + Player.hand.addCard(0-9)
  + Run these functions 10 times to fill Player.hands.

Run each player’s turn:

* Draw card and print
  + Deck.drawCard()
  + Card.print()
* Print Player.hand in formatted sequence
  + Hand.print(Card.print())
* Ask player to choose card to discard or to discard new card
  + Discard:
    - Player chooses number 0-9
      * Int playerChoice
    - Rewrite Player.hand[player’s choice] with new Card
      * Hand.addCard(new Card)
  + Discard drawn card:
    - Break (skip discard phase)
* END GAME? If Deck.isEmpty(), end player turns and advance to scoring
  + If (\*deckPointer > \*lastCard), Deck.isEmpty() = True

Scoring

* Print hand
* Ask player to enter at least 3 cards for group
  + Prompt stop character (-1) to end entry sequence or to end choices and finish scoring (99)
* Copy chosen cards to dynamic array (vectors are better here!) and compare for matches
  + Hand.copyCards()
  + Hand.compareCards(copiedCards), returns bool
    - If all ranks are equal, compare = true, rewrite all “used” cards as null or throwaway value
    - Else compare suits, if compare = true….
  + Else If hand.compare == false, disregard and loop again
* If hand.compareCards == true, subtract copiedCards.size from score
  + Score begins at 10 (number of cards in hand)
* If playerChoice != 99, loop again
* Do not reprint “null” cards
  + Add conditional in card.print() to print “” in case of null/throwaway value.