Task Requirements

Card Requirements

* The program needs to be about Celebrity Dogs.
* The game needs to be round base.
* Each card needs to have 5 values
  + The dog must have a unique name
    - Card name values need to be from the dog.txt file
  + The exercise value must be a value between 1-5
  + The intelligence value must be a value between 1-100
  + The friendliness must be between 1-10
  + The drool value must be between 1-10

Game play requirements

* The game involves the user and the computer playing against the computer.
* At the start of the game both the computer and the player both receive half of the cards in the deck.
* The player is shown their card first, hence they are the first to pick a category.
  + If either the category exercise, friendliness or intelligence is chosen then:
    - If, for the chosen category, the player’s cards have a higher value that the computer’s card then both cards are put at the bottom of the player’s deck.
    - If, for the chosen category, the player’s card is lower than the computer’s then both cards are put at the bottom of the computer’s deck.
  + If the category chosen was drool, then:
    - If the players’ card value is equal or lower to the computer’s card, then both cards are put at the bottom the player’s deck.
    - If the player’s card value is higher than the computer’s card value than both cards are added to the bottom the computer’s deck.
* If the player won the round the next card from the deck is shown.
  + This means the player picks the category.
* If the computer won the round then the next card in the deck is shown.
  + This means that the computer picks the category.

Specific code function

* A menu must be displayed to allow the user to access or leave the game.
  + The menus must have the options:
    - Play Game
    - Quit
  + If the user selects Quit, then a suitable message needs to be displayed before ending the program.
  + When selecting the Play Game option, the user should be asked first how many cards they want in the deck in total before the game starts.
    - If the user has entered a number less than for or greater than 30 then an error message must be displayed before returning the user to the menu.
  + Each name for the dogs should be from the dogs.txt file.
    - The program should read the dogs.txt file to get the names.
  + The program should randomly generate the values on the cards as stated in card requirements.
  + The deck for the player and the computer is half of the deck size stated by the player.
  + User pick the first category from the card on top of the deck.
  + The value picked by the player will then be picked from the top card on the computer’s deck.
    - If the category chosen is *exercise*, *intelligence* or *friendliness* then the higher value wins the round.
    - If the category chosen is *drool* then the lower value wins the round.
    - If the values are the same, then the player wins the round.
  + If the player wins the round, then both cards are moved to the bottom of the players pile. Visa Versa for the computer.
  + The winner of the previous round chooses the category.