

Student Name: \_\_\_\_\_

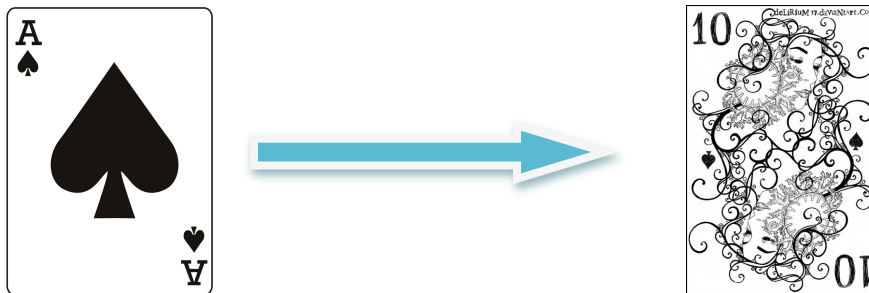
## Card War

I am a casino owner and I want a new kind of card game called 'Card War '

This game is played with 2 players where both players pick a card **randomly** from a deck of normal cards.

The game is quite simple as the player with the highest card wins, if both players have the same card then it is a draw.

The ranking of the cards are from Ace (Represented by a 1), 2, 3 .. etc..



In this project you are to design, code and test a program that will simulate playing this game against the computer.

The user should be able to change the size of the deck: i.e. They should be able to pick each game to play with a deck size of either 3, 6 or 10 cards each time.

- If the user wants to play with a deck size of 3, then the cards 1, 2 and 3 will be used.
- If the user wants to play with a deck size of 6, then the cards 1, 2, 3, 4, 5 and 6 will be used.
- If the user wants to play with a deck size of 10, then the cards 1, 2, 3, 4, 5 .... and 10 will be used.

The program should output the outcome stating the total cards each game and the outcome i.e.:

```
Total Cards in play:          3
[Human] Players card value:   1
Computers card value:        3
        Computer Wins!
```

**The user should be able to repeat the game as many times as required.**

**Things you must include:**

Validate the input when the user enters the deck size to ensure that it is a number

Hint: look up `Try & Except`

Validate the input to ensure that the number is also within the ranges suggested.

Hint: You will need an `IF` statement

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**Planning:** Use the 3 steps to extract the program requirements from the problem specification:

Step 1 - Identify Key Information

Step 2 - Identify Repetition (possibly remove it)

Step 3 - Identify Program Requirements