**Making a Card Game Framework**

**Project Description & Goal**

There are many popular card games, but more importantly it is technically possible to create an infinite amount of games using playing cards. Considering this, we can create a framework to speed build card games without having to deal with the underlying infrastructure.

**Project Classes, fields and methods**

* Deck
  + Fields
    - List<Card> pile
    - List<Card> discard
  + Methods
    - void Shuffle()
    - Card Draw()
    - void Reset()
* Card
  + Fields
    - Face face (Ace, Two, Three, etc)
    - Suit suit (Spades, Diamonds, Clubs, Hearts)
  + Methods
    - string GetFace() (returns “Queen” if face is Queen, etc)
* Hand
  + Fields
    - List<Card> hand
  + Methods
    - void Draw(Deck)

**Project Learning Objectives**

* Learn how to create a reusable code base.
* Conceptualize the elements of a project before starting it.

**Project Demonstrated Competencies**

1. Classes are correct and work together efficiently.
2. Code is commented and organized well.
3. A small sample testing game to verify that it works as it is supposed to.

**Rubric**

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|  | **Description of perfect implementation** | **Score** |
| Competency #1 | Card, Hand, and Deck work as intended and are implemented in such a way that makes them reusable for many different game projects. | \_\_\_  25 |
| Competency #2 | Every method has a summary comment /// that explains what the method does | \_\_\_  25 |
| Competency #3 | Your test game is simple but uses all 3 classes to demonstrate their effectiveness | \_\_\_  50 |