**Card Game**

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*(Marks to be allocated 50:50)*

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# Development Log

## 23/10/2020 – 12:45pm

Started with A as driver and B as navigator. Created *CardGame.java*, and added input for number of players and location of pack to load. Added exceptions for non-integer inputs, non-existing file inputs, and packs with invalid values or the wrong number of cards. Swapped roles (B as driver, A as navigator), then added a method to deal cards to the players, and a check to see if the pack of cards is winnable. Created *Card.java* with setter and getter methods for card values and holders. *014485 054530*

## 25/10/2020 – 12:30pm

# Design Analysis

# Test Design