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| Behaviour  Our program should handle | Input Example  When it receives | Output Example  It should return |
| The program recognizes car1 and car 2’s turn | A click on the stack | Starts with car on. On click it flips to the other car’s turn. |
| Midway through the stack  Removes the card that was standing in while the flip was resetting and adds the new stand in.  Removes previous card and resets the flip, revealing the stand in.  New card is added to the back of the flip and the flip is carried out | Example card sequence:   * Red Helmet * Blue Tyre * Green Flag |  |
| Red H is showing on the discard pile. | Class Red H is on stand in. |
| Blue T is added to the back of the flip and the flip is carried out. | Class Blue T is added to the back of the flip  Class flip is added over several seconds |
| Blue T is showing on the discard pile | Class Red H is removed from stand in  Class Blue T is added to stand in  Class Blue T is removed from back of flip  Class flip is removed over 0 seconds |
| Green F is added to the back of the flip and the flip is carried out | Class Green F is added to back of flip  Class flip is added over several seconds |
| First click of the game or after reshuffle | No discard pile is visible (optional upgrade – not really refactoring) | Just 1 card on discard pile, then maybe 2, then maybe a card on top of pile (optional) |
| A card is added to the back of the flip and then flipped | Card flipped, and stand in put in place before card removed from flip before flip class removed |
| The next card turned is randomly chosen from the stack of remaining cards | The array is reduced by one each time, the card selected is removed and cannot be chosen again. So if not already pulled, the odds of pulling the red racecar are 1/x | Either the stack is built randomly and the end one is removed, or the stack is built in order and a random card is removed. |
| Once all 32 cards have been selected, the stack is reset and the 32 are used again in a different order |  |  |
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