- 1. Ask user to input their name and welcome them to war
- 2. Instantiate deck of cards
- 3. Randomize deck
- 4. Deal deck into player and computer pile
- 5. Play cards from each pile into playing field
- 6. Compare values of played cards and collect cards into winners pile
- 7. Update pile count
- 8. Continue play until either player or computer collects 36 cards total
- 9. Ask player to restart game