1. BAI CAO : title of the game, hold short game description
2. Ground option: default is 10 .
   * The game will stop at ground number selection
   * Update Num Selected Ground to selected number
3. Card Image display (DEALER): clickable.
   * max click number: 3
   * First click updates for Card1 at Player 1 and Card1 at Player 1 (random pick 2 cards for Player1 and Player 2) as upside down img
   * Keep track of dealer-out cards ( make sure there's no repeat Card to appear on Playr 1 nor Player2 card sections)
   * Second click updates for Card2 at Player 2 and Card2 at Player 2 1 (random pick 2 cards for Player1 and Player 2) as upside down img
   * Keep track of dealer-out cards ( make sure there's no repeat Card to appear on Playr 1 nor Player2 card sections)
   * Third click updates for Card 3 at Player 3 and Card 3 at Player
   * Keep track of dealer-out cards ( make sure there's no repeat Card to appear on Playr 1 nor Player2 card sections) as upside down img
   * Update Current Ground Count (increase by 1)
   * Disable clickable option for **Card-Dealer**
   * Enable **Submit/Check button**
4. Submit/Check button:
   * Face up all cards on **both players.**
   * Determine Who is a **ground-winner**.
   * Update Point that **on both player** by calculate Point from CARDS
   * Update SCORE by 1 on **ground-winner** by 1
   * Put ground-winner **Check Mark On Winner Player**
   * Put ground-loser **Check Mark on Lose Player**
   * Disable **submit button**
   * Enable **Start button**
5. Start Game button:

* Update **Current Ground Count**
* Remove all Cards from **Both Players**
* Reset Cards in Dealer (reset holding **dealer-out card**)
* Enable Dealer-Cards click option
* Remove winner and looser image
* Reset Point on each player to zero

1. Go back to step 3 (Dealer clickable card option)
2. Reset Button:

* Reset Num Selected Ground number
* Reset Current Ground Count
* Reset SCORE on both players
* Rest Point on both players
* Reset Dealer cards
* Remove all cards from both players
* Enable Card Dealer click
* Disable start