

Three Card Race Requirements

Game Setup:

- There is a deck of playing cards consisting of the standard 52 cards
- There are two players
- The deck consists of two colors (the standard)
- There is a discard pile
- Each player has a score

Game Play:

- Player A designates a length-three sequence indicating the colors of three sequential cards (sequence A).
- Player B designates a length-three sequence indicating the colors of three sequential cards (sequence B).
- The deck is shuffled.
- Cards are dealt face up one at a time from the deck until three sequential cards are revealed whose colors exactly match a designated sequence (A or B). The player whose sequence was matched earns a point ("takes the trick") and all dealt cards are discarded.
- The game continues by repeating the previous step until the deck is exhausted.
- The player with the highest point total (greatest number of tricks taken) wins the game.

Program Specifications:

- Shuffle the deck which means put the cards at random positions within the deck.
- Player one places a bet on a particular color sequence of cards consisting of red or black cards.
- Player two then places a bet exactly as player one did.
- The game then starts once bets are placed.
- A card is drawn off of the top of the deck and revealed, that is, shown face up. This is done until 3 cards have been revealed face up. This is done until the cards match a sequence that a player bet on.
- Sequence is read from left to right.(take into consideration whether pattern matching could include a sequence of cards from right to left as well).
- Once a sequence is matched to a player's bet, the player gets a point. Each player's score will be kept. All cards are removed once a sequence matches and cards are stored in a discard pile.
- Once the deck is exhausted, players scores are compared and the player with the highest score wins. A win total is kept just in case the players want to play a series of games.