Demo

Testing this game should be very straightforward. Game outputs follow the style presented in the Hydra specification almost exactly. Upon beginning the game and entering the number of players, begin playing normally. Use testing mode to easily test whatever gameplay edge cases you need to check.

As expected, the move "0" should cause you to place your card in or swap with your reserve if the number of heads is greater than 1, and the number of cards to play only decreases if you did not previously have a reserve. Also, as directed, you can only cut off a head by trying to move the invalid card into the first (oldest) head, and only if there is no other move available.

A summary of the commands you should know, for good measure:

- 0 to swap with reserve
- [smallest head number … largest head number] for whichever move you would like to make
- [smallest head number] to cut off a head, provided the card is not an Ace or a Joker and no other valid moves are possible
- When picking a value to restrict a Joker to you can pick one of:
    - A 2 3 4 5 6 7 8 9 10 Q J K
- **In testing mode**
    - Ranks you can choose from when prompted for "Card value?":
        - A 2 3 4 5 6 7 8 9 10 Q J K or Joker
    - Suits you can choose from when prompted for "Suit?" (if not a Joker):
        - D H S or C

Note that as one of my design choices, you <u>cannot</u> forcefully cut off a head with a Joker. The game will force you to pick an acceptable rank (Ace, for example) to restrict the Joker to, based on the top card of the head you want to move it onto.

I did not implement any extra credit features (beyond completing the RAII challenge, but that has nothing to do with functionality), so there are no extra command line arguments beyond `-testing` for you to be aware of.

Testing Mode – Important Notes

- To test the ending of the game, **entering the move "1000000" in testing mode will cause the game to end immediately, with the current player being named the winner**.
- For convenience, prompts are provided before each request for "Card value?" and "Suit?" in testing mode, so you know exactly which card you are entering information for.
    - For example, when cutting a head in testing mode, the game will tell you which head's card it is asking information for before you are asked to enter the rank & suit.