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Casino War Game Project

The program "Casino War" is a card game simulation that aims to provide a realistic experience for the player. It allows the player to play a game of war against a dealer and wager a specified amount of money on each round. The target audience of this program is anyone who is interested in playing card games and wants to have some fun while testing their luck. The program's functionality is based on the rules of the card game war. It shuffles the cards, deals cards to both the player and the dealer, and compares the top cards of each deck in each round. The game continues until one of the decks is depleted. The player wins if they have cards left, and the dealer wins if the player is out of cards. The strengths of the program include its simplicity, as the rules are easy to understand, and its ability to provide a fun experience for the player. It also includes the ability for the player to wager money, adding an extra level of interaction. However, the program does have some weaknesses, such as the lack of a betting system or the ability for the player to change the amount of money they have. Additionally, the program did not initially have mechanism for checking if the player has entered an invalid wager amount. The visualization of cards is also lacking but this is normal for the task. In terms of future improvement, the program could benefit from the addition of more complex betting system and the ability for the player to change the amount of money they start with. This would allow for a more realistic and immersive experience for the player. Additionally, incorporating a mechanism for communication and banter between the dealer, maybe a tip system at the end of the game would’ve increased immersion.