Objects

Card

Value

Suit

compare

Deck

Card array

Shuffle

Deal

Player

Card List

Move

Initialize

Set user tallies to zero

Create a deck of cards

Mod 13 in a loop from 1 - 52

Shuffle them by randomizing

Deal them into 2 piles

Pull first card off each pile

If one player has no more cards, then game is over, report the score

If one card > the other,

Add 1 to that user tally

Give both cards to the bottom of the winner’s deck