War is a card game where both players receive half of the deck and place their halves in front of them face down. Players flip over the top card of their respective decks, with the player who has the higher card taking both cards. If the cards are the same value, then both players place a card face down and a card face up, with the player with the highest card taking every card. The game continues until one player has claimed the entire deck.

The project’s main components are:

Card, CardFactory, and Deck:

Card contains the properties for each individual card, such as the value and suit, Deck handles creating the actual deck and shuffling it, and CardFactory handles easily creating cards for use with the Deck.

Playable, Player, and CPU:

Properties for the actual players. Player is the human player, while CPU is the computer.

Battle and Game:

The actual game logic, Battle handles single rounds while Game handles the overarching game, looping the Battles until a player has won.

Service:

The service layer, handling integration with the game’s API.

A screenshot of a computer

Description automatically generated with medium confidence

The project’s API saves each player and the amount of turns their game lasted, and also saves which card won at which turn.