First attempt result: → second attempt
- Round doesn't increment correctly
- Always defaults to Player 2 winning
  - The numeric-rank function always gives 0,0,0 :(
  - But only does this to one of the players' cards…. So the same player wins every round regardless of what card they have
  - The "Card" passed to numeric-rank each iteration:
    Card: [:suit :diamonds]
    Card: [:rank :J]
    Card: [:suit :diamonds]
    Card: [:rank :Q]
    ….
  - → remove "suite ranks" being a thing (so remove the suites from having values in the numer-ranks seq). In the round function, just let the ranks be the numerica ranks, and ignore suites.
- No "war" method is implemented (for when both players have the same (rank value of) cards
  - → Restructure the play-war function so that it calls itself (recurs) also with the instance of war. A lot happened in this…

Hello human
Round 0: Player 2 had 9 of :spades and took 8 of :hearts from Player 1
****
Round 0: Player 2 had 7 of :clubs and took 7 of :diamonds from Player 1
****
Round 0: Player 2 had 4 of :diamonds and took 6 of :clubs from Player 1
****
Round 0: Player 2 had 3 of :diamonds and took 3 of :spades from Player 1
****
Round 0: Player 2 had :K of :spades and took 9 of :clubs from Player 1
****
Round 0: Player 2 had :J of :clubs and took :K of :clubs from Player 1
****
Round 0: Player 2 had 10 of :clubs and took :Q of :diamonds from Player 1
****
Round 0: Player 2 had 7 of :spades and took :K of :diamonds from Player 1
****
Round 0: Player 2 had 3 of :clubs and took 6 of :diamonds from Player 1
****
Round 0: Player 2 had 5 of :spades and took :K of :hearts from Player 1
****

Round 0: Player 2 had 8 of :spades and took :A of :diamonds from Player 1
****
Round 0: Player 2 had 10 of :hearts and took 8 of :diamonds from Player 1
****
Round 0: Player 2 had :A of :spades and took 6 of :hearts from Player 1
****
Round 0: Player 2 had 2 of :hearts and took :Q of :hearts from Player 1
****
Round 0: Player 2 had :J of :diamonds and took 7 of :hearts from Player 1
****
Round 0: Player 2 had :A of :hearts and took :Q of :spades from Player 1
****
Round 0: Player 2 had 3 of :hearts and took 9 of :diamonds from Player 1
****
Round 0: Player 2 had 10 of :spades and took :J of :spades from Player 1
****
Round 0: Player 2 had 5 of :diamonds and took 4 of :hearts from Player 1
****
Round 0: Player 2 had :J of :hearts and took 2 of :clubs from Player 1
****
Round 0: Player 2 had 2 of :diamonds and took 2 of :spades from Player 1

Round 0: Player 2 had 4 of :spades and took 8 of :clubs from Player 1
****
Round 0: Player 2 had :Q of :clubs and took 6 of :spades from Player 1
****
Round 0: Player 2 had :A of :clubs and took 9 of :hearts from Player 1
****

****
Round 0: Player 2 had 5 of :clubs and took 10 of :diamonds from Player 1
****
Round 0: Player 2 had 4 of :clubs and took 5 of :hearts from Player 1
****
=> "Player 2 won!\r\n"

Example working:

```
(let [[p1 p2] (deck-split (shuffle (new-deck)))]
  (play-war p1 p2))
```
Hello human
P1 count: 26 and P2 count: 26
WAR!   P1 {:suit :spades, :rank :K, :card-num 51} vs {:suit :diamonds, :rank :K, :card-num 25}. Each player puts down 3 cards
P1 count: 23 and P2 count: 23
Round 2: Player 2 had 3 of :hearts and took 2 of :spades from Player 1
****
P1 count: 22 and P2 count: 30
Round 3: Player 1 had 6 of :spades and took 5 of :hearts from Player 2
****
P1 count: 23 and P2 count: 29
Round 4: Player 1 had :J of :spades and took 6 of :clubs from Player 2
****
P1 count: 24 and P2 count: 28
Round 5: Player 2 had 7 of :diamonds and took 3 of :spades from Player 1
****
P1 count: 23 and P2 count: 29
Round 6: Player 2 had :Q of :spades and took 9 of :clubs from Player 1
****
P1 count: 22 and P2 count: 30
Round 7: Player 1 had :J of :clubs and took 6 of :hearts from Player 2
****
P1 count: 23 and P2 count: 29
Round 8: Player 1 had :Q of :diamonds and took 7 of :spades from Player 2
****

P1 count: 24 and P2 count: 28
WAR!   P1 {:suit :hearts, :rank 9, :card-num 34} vs {:suit :diamonds, :rank 9, :card-num 21}. Each player puts down 3 cards
P1 count: 21 and P2 count: 25
Round 10: Player 2 had 10 of :clubs and took 7 of :hearts from Player 1
****
P1 count: 20 and P2 count: 32
Round 11: Player 1 had :A of :diamonds and took :K of :hearts from Player 2
****

... LOTS OF ROUNDS ...
P1 count: 9 and P2 count: 37
WAR!   P1 {:suit :spades, :rank 10, :card-num 48} vs {:suit :diamonds, :rank 10, :card-num 22}. Each player puts down 3 cards
P1 count: 6 and P2 count: 34
Round 285: Player 2 had :J of :diamonds and took 3 of :spades from Player 1
****
P1 count: 5 and P2 count: 41
Round 286: Player 2 had 3 of :hearts and took 2 of :spades from Player 1
****
P1 count: 4 and P2 count: 42
Round 287: Player 2 had :K of :clubs and took 8 of :spades from Player 1
****
P1 count: 3 and P2 count: 43
WAR!   P1 {:suit :clubs, :rank 6, :card-num 5} vs {:suit :hearts, :rank 6, :card-num 31}. Each player puts down 3 cards
P1 count: 0 and P2 count: 40
=> "Player 2 won!\r\n"