**JS Project Initial Proposal**

**Card Game: ”Speed”**

Speed is a simple but adrenaline-packed card game for two players (1 human, 1 AI). Before the game starts, each player has 5 cards in their hand and a 15-card pile to draw from. There are 2 cards in the middle and a reserve of 5 cards each on either side. When the game starts, the middle cards are flipped to begin their stacks, and players can begin playing cards that are consecutive to the top card of either stack, replenishing their hand up to a maximum of 5 cards. The reserve cards can be flipped when neither player can play a card. When a player has no cards left in their hand or pile, they win!

The human player can use QWERT to select a card from their hand to play, and click on a stack to play the card if it is valid. They can press the spacebar to draw a card from their pile into their hand. At this point, I don’t think I will need any external technologies or libraries, although I may end up wanting to use some to spice things up.