Double7 Psuedocode/To do:

1. Hide <div id=”startMsg”> when game loads and show after user clicks the Start Game button.  
   **1.1** index.html: Add property to the <div> class to hide the display of the box  
   **1.2** app.js: Add code after the highest card is determined to show the black box
2. Modify the 2 boneyard buttons to use w3.css styling
3. Code to determine when initial round begins and first double is played  
   3.1 Which Player and What Double  
   3.2 Get the card value (Side A and Side B **currentCard** ) and add these points to the **boardTotal** and to **lastCard** .   
   3.3 Create variable to hold **player1Points** and **player2Points** and check if point total equals or exceeds points needed to win the game.  
   **3.4 Do we check if divisible by 5 and if yes, so we give points to the player?**3.5 Create a variable to hold the **gameRound** and give it a value of true or 1  
   3.6 Code to determine if card played is divisible by 5  
   3.7 Code for possibility that neither player has doubles when game begins  
   3.8 Code to check card played against last card played. If last card played is false then we know this is the first card played  
   3.9 Create variables/arrays for **player1Cards** and **player2Cards**. Check length of array for each play to determine when a player has no more cards (round over)  
   3.10 On round over, code to clear the board, reshuffle and redeal but hold the player point values from the previous round.
4. During a round and players turn, code for when the player needs to get a card(s) from the boneyard.