Writing the **Thirteens** game.

The purpose of this activity is to create the Thirteens game using the knowledge gained from implementing the Elevens game. You are to use the code you wrote for Elevens, making as few changes as possible, to create the Thirteens game. You may need to change names of some functions so that the names correspond to their new functionality.

Make a new folder named **Thirteens** in which you copy:

* the **cardImages** folder
* the **cardengine** Javascript file
* the **utilities** Javascript file
* the **Elevens** html file

Rename the Elevens html file as **Thirteens**

The rules for the **Thirteens** game are :

A game related to Elevens, called Thirteens, uses a **10-card board**. Ace, 2, … , 10, jack, queen correspond to the point values of **1, 2, …, 10, 11, 12**. (Kings have a point value of 0.)

Pairs of cards whose point values add up to **13** are selected and removed. **kings** are selected and **removed singly,** that is, kings are removed one at a time

Note (although not relevant to your coding):

The chances of winning Elevens is about 1 out of 10.

The chances of winning Thirteens is about 1 out of 2.