

SECTION 11: MILESTONE PROJECT - 2 hours 18 minutes, 12 sections

• 1/12 Introduction to Milestone Project 2 Section Warmup

○ -> **second milestone project**

- -> OOP
- -> there was a milestone project after functions -> this is one with OOP

○ -> **creating a card game**

▸ -> **warmup**

- war card game
- 52 card deck
- shuffle it
- split it into two decks -> one goes to each player
- -> the player with the highest card wins both when both of them are pulled (they are jacks e.g)
- -> if both of the cards pulled out are the same
 - then a new set of cards are taken out -> and all the remaining cards get given to the player with the highest status card
- a war is when both players pull out the same card and then another card is pulled
- -> it carries on until one player has all the cards

○ -> **thought process**

▸ **starting defining a class (suit, rank, values)**

- -> building instances of the class
- -> using OOP Python
- -> how classes can be connected to other classes
- -> **card / deck / player / game classes**
- -> setting up these classes so that the logic can be performed