

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

• 5/12 Game Logic - Part One

- -> game logic
- -> visualising the logic
- -> creating the logic is often the hardest part of a project

- **-> the classes are planned around the logic**
 - -> class structures
 - -> creating classes which work with the game logic

- **-> planning which classes are necessary and which aren't**
- -> at the end of the project notebook, there are different links to other implementations
- -> the table class
 - what cards are currently on the table

- **-> she is creating diagrams of the game**
 - **two players**
 - **an instance of a new deck**
 - **shuffled**
 - **then split between the two players**
 - **checking to see if someone had lost**
 - **-> it's like a pictogram of the game before it's coded (figuring out what we want before solving the problem which is making a program out of it)**
 - -> players draw a card
 - -> do a comparison of the card
 - -> either it's a tie, one wins or the other does
 - -> if one wins then the cards go to the bottom of the deck
 - -> if it's a tie, it's called war

 - **-> why you have to do a while loop**
 - you can get two ties in a row
 - you have to keep on drawing the extra cards and then do a comparison
 - and then stop once one player has no cards and the other has won all of them from the other