

“War”

Irin’s Final Project

1. Get player name
2. Ranks and suits, JQKA value
3. Shuffle random, 2 equal stacks
4. Loop – click to turn cards (show cards and button in css)
5. Tell how many cards in each stack (show totals in css)
6. Higher wins, click to bottom of pile (end of array) (cards gone in css), back to #4
7. If tie, click 5 more times for 5 more cards, higher wins (unless tie) (cards placed below each other down the screen), back to #4
8. When winner (52 cards), say “winner”, ask to play again or quit