**Start of the game:**

Ask for number of players

Import pack to load

Check if its valid -> if invalid ask again

CardGame hands out 4 cards to players, 4 cards to the decks and start threads.

**Core gameplay loop:**

Player checks their hand for winning cards (outputs to their text file if they win)

Player draws a card from their deck (outputs to their text file)

Player puts a card into deck (n+1) (outputs to their text file)

Output player’s current hand to their text file.

**End game:**

Output to text file: players are informed of who has won.

Output to text file: Player exits

Output to text file: player hand

Print winner to console

Output to text file each of the deck’s contents.