How to run

1. Unzip the file
2. Run Yarn or npm i command in terminal (Mac). Yarn is recommended as I used yarn when I work on it
3. Run yarn start command
4. Click “Click to shuffle cards” button
5. Click “Play” button to play each round
6. Click “Play again” button if you try more

Design choices

1. Create a set of deck when the program is started
2. Shuffle cards by clicking button
3. If shuffling card is done, render play table
4. The first player gets card from the first index of deck array
5. The second player gets card from the last index of deck array
6. Compare card number
7. Display winner of each round by clicking play button
8. The winner of each round gets 1 point
9. If round 5 is finished, display game result and play again button

Encountered issues

1. When I compare card numbers program seems working without converting data. However, the program recognize ‘A’ is the highest number so, I converted ‘A’ to 1. Additionally, number 10 was not compared correctly because every number has string data type so, I converted all string data to number. Then, everything works fine
2. I tried to use Fontawesome icons for card symbols but there is only heart icon was available for free

Areas of improvement

1. Converting string data to number data looks inefficient
2. renderRound function does many things. It is better to create other functions to do some task such as converting data and comparing data
3. There are other ways to put card icons for free such as bootstrap icons. I did not have enough time when I realized

Thank you so much. Test was pretty fun. I hope to see you in next step!

Jake