**Building CardPickup** (pick your favorite option):

* Add source files located in src directory to your favorite IDE. Add the CSV jar to your project library. Compile and run GameMaster.
* Compile code in src directory via command line and add CSV jar to your classpath. Run GameMaster.
* From the root directory execute “ant” in the command line. Execute the newly created jar file.

**Making a Player:**

1. Extend the Player class to create your own player agent class.

**Running agents from the Game master:**

1. Specify the number of games you want.
2. Add your agent to the section in main that says to “add agent here”.
3. Add your Player to the getPlayerByName() method.