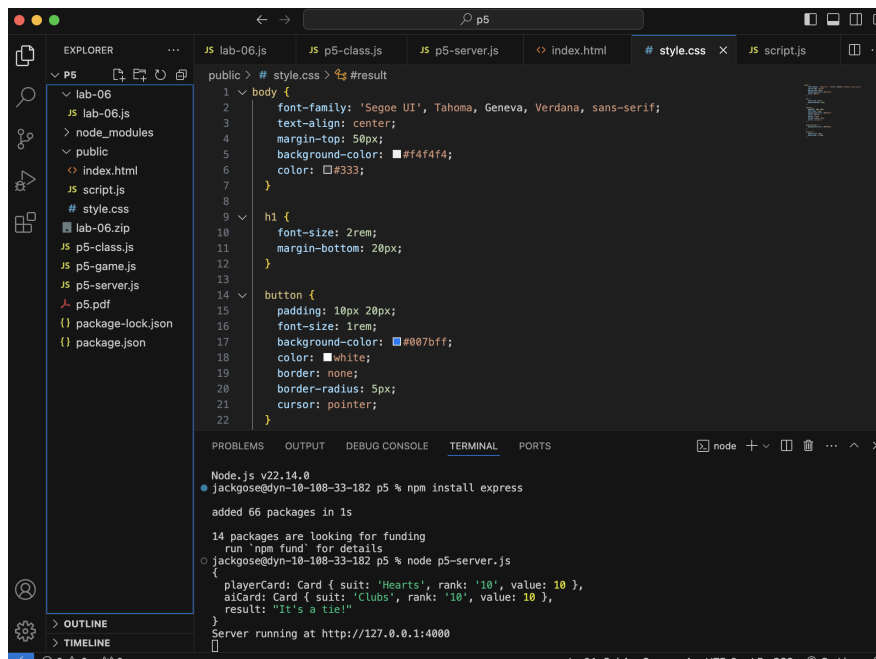This project is a High-Card game in which the player draws a card against an AI opponent. The higher card wins, and the result is displayed on a webpage using a button that triggers the game. The backend is built with Node.js and Express, and the frontend is HTML, CSS, and client-side JavaScript.

I used ChatGPT to help me write and debug the Node.js, Express server, and client-side code. I asked for help creating the deck class, implementing the card draw logic, wiring up routes in Express, and building the frontend interaction. I also got help troubleshooting specific errors like "module not found" and testing the game logic. I used it to teach me the process step by step, not just by giving me instructions, but also by explaining what each command, line, and process does. It also helped check my work throughout the process to ensure I am on the right track.

Technologies Used:
- JavaScript ES6 Classes
- Node.js
- Express.js (server)
- HTML/CSS (frontend)
- Client-side JavaScript for interactivity

Screenshot 1: Terminal Output

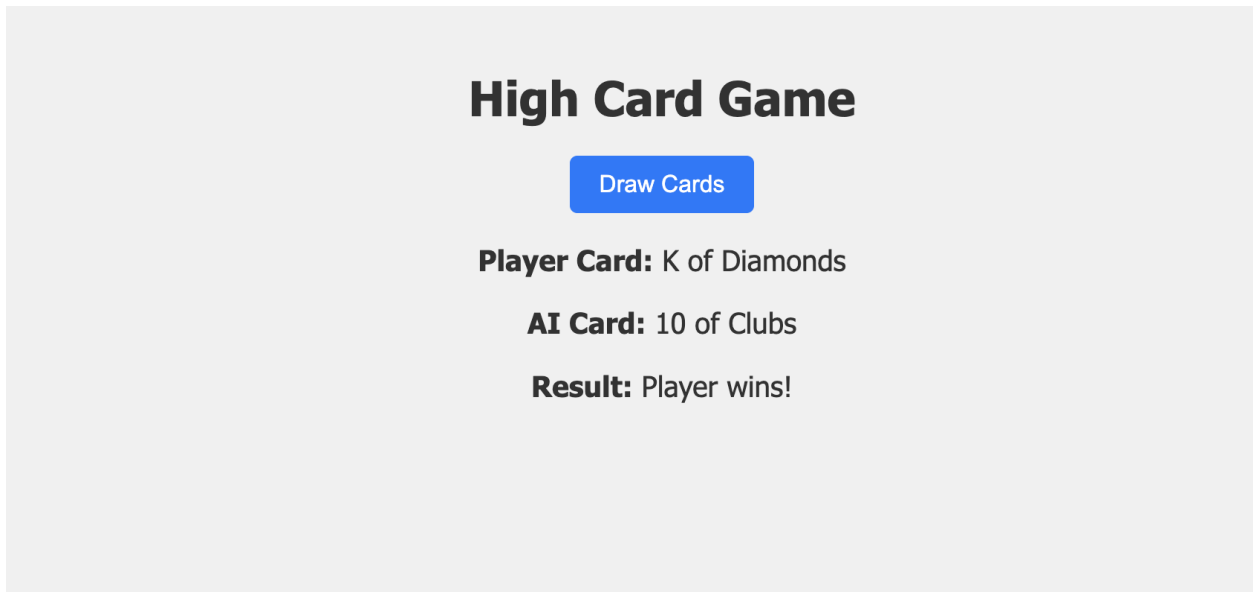Screenshot 2: Game Display

High Card Game

Draw Cards

Player Card: K of Diamonds

AI Card: 10 of Clubs

Result: Player wins!

Screenshot 3: Alternate Result

127.0.0.1:4000

High Card Game

Draw Cards

Player Card: 2 of Hearts

AI Card: Q of Spades

Result: AI wins!