



## Week 6: Final Project

**URL to GitHub Repository:** <https://github.com/jmrhadz/week-6-war-game>

**URL to Your Coding Assignment Video:** <https://youtu.be/7lpHg0rehqI>

### Instructions:

- In Visual Studio Code, write the code that accomplishes the objectives listed below and ensures that the code compiles and runs as directed.
- Create a new repository on GitHub for this week's assignments and push this document, with your project code, to the repository.
- Include the URLs for this week's repository and video where instructed.
- Submit this document as a .PDF file in the LMS.

### Coding Steps:

- For the final project you will be creating an automated version of the classic card game *WAR*! There are many versions of the game *WAR*. In this version there are only 2 players.
  - You do not need to do anything special when there is a tie in a round.
- Think about how you would build this project and write your plan down. Consider classes such as: **Card**, **Deck**, **Player**, as well as what **properties** and **methods** they may include.
  - You do not need to accept any user input, when you run your code, the entire game should play out instantly without any user input inside of your browser's console.

### The completed project should, when executed, do the following:

- Deal 26 Cards to each Player from a Deck of 52 cards.
- Iterate through the turns where each Player plays a Card.
- The Player who played the higher card is awarded a point
  - Ties result in zero points for both Players
- After all cards have been played, display the score and declare the winner.
- Write a Unit Test using Mocha and Chai for at least one of the functions you write.



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### Video Steps:

- Create a video, up to five minutes max, showing and explaining how your project works with an emphasis on the portions you contributed.
- This video should be done using screen share and voice over.
- This can easily be done using Zoom, although you don't have to use Zoom, it's just what we recommend.
  - You can create a new meeting, start screen sharing, and start recording.
  - This will create a video recording on your computer.
- This should then be uploaded to a publicly accessible site, such as YouTube.
  - Ensure the link you share is **PUBLIC** or **UNLISTED**!
  - If it is not accessible by your grader, your project will be graded based on what they can access.