Welcome to the virtual Rummy Card Game! This super fun card game allows two players to collaboratively compete and show off their strategic card skills!

How to run from the command line:
python3 rummy.py -player1 "name" -player2 "name" -shuffle

How to play:
1. Run the above statement from the command line.
2. The first player will be prompted to choose a card from the deck, 1, or the discard pile, 2.
3. Since there is no discard pile yet, they must choose a randomized card from the deck by selecting 1.
4. Since they just drew a card, they will have 8 cards in their deck, and this will be shown to the player.
5. Then, they will be prompted to discard one of their cards using numbers 0-7, starting from the number all the way on the left to the card all the way on the right.
6. Once they discard their card, their turn will be over.
7. Next, the program will go to player 2's turn, and prompt them to choose from the deck, 1, or the discard pile, 2.
8. Since there is a discard pile, the player can choose whichever card they want, a random one or a specific one.
9. Then player 2 will discard the card they choose, the same way player 1 did.
10. Then these steps, 7-9, will be repeated until someone gets a run of the same suit (Ex. 7 of clubs, 8 of clubs, 9 of clubs) or a set (Ex. 3 of clubs, 3 of hearts, 3 of diamonds).

Method/Function	Primary Author	Techniques Demonstrated
Card __init__	Anna Carpenter	
Card __str__	Anna Carpenter	Magic methods
Card __eq__	Anna Carpenter	
Deck __init__	Jayla Parrott	
Deck shuffle method	Jayla Parrott	
Deck deal method	Samvitti Nag	List Comprehensions/Generator Expressions
Deck draw method	Samvitti Nag	Conditional Expressions

Player __init__	Alex Britton	
Player draw_card method	Alex Britton	
Player discard_card method	Anna Carpenter	
Player sort_hand method	Alex Britton	Lambda Expression
Player is_run method	Samvitti Nag	
Player is_set method	Anna Carpenter	Optional parameter
Player declare_win method	Samvitti Nag	
RummyGame __init__ method	Jayla Parrott	Composition of two classes
RummyGame deal_cards method	Jayla Parrott	
RummyGame display_game_state method	Alex Britton	f-strings
RummyGame handle_draw method	Anna Carpenter	
RummyGame handle_discard method	Alex Britton	
RummyGame take_turns method	Jayla Parrott	
RummyGame check_win_condition method	Alex Britton	
RummyGame play_game method	Anna Carpenter	
Parse_args method	Jayla Parrott	ArgumentParser class from argparse module

References

Rummy (Rum). (2024). Bicyclecards.com. https://bicyclecards.com/how-to-play/rummy-rum.

We used this source as a reference for how to conduct our game. This helped to be mindful of the unique rules of Rummy and implement those into our program.