**COSC 2328 Card Homework #1**

This first assignment will be focused on building the initial game of a set of card games (the next assignment will include linking the games). When submitting this assignment, include all relevant files that you have created for it (exclude card.js and the deck folder, no need to clutter Canvas with 20 copies of it per submission).

The game we will build is a simplified version of the game War. Our game will follow the rules below:

1. The game will be between two players, and use a single deck of 52 playing cards (defined from card.js)
2. At game start, the deck will be dealt to the two players. Each player will receive 26 cards.
3. Each player will also possess an initially empty discard pile.
4. When “next round” is pressed, the top card from each player’s hand is displayed, and the winner of the round is declared.
   1. Winner is decided as follows: Higher face value wins. If there is a tie, break ties according to the following suit values: Hearts (lowest), Clubs, Diamonds, Spades (highest).
5. The winner of the hand gets both cards placed into their discard pile.
6. When a player’s deck is empty, the discard pile is shuffled and emptied into their hand. (Both players should have the same first reshuffle time).
7. Play can continue until one player has no cards remaining in their hand and discard pile.
8. If “New Game” is hit before the game concludes, the winner of the game will be declared to the player who has a higher number of cards in their hand + discard pile.

The page where war is played must contain the following:

1. Proper CSS styling (as normal, no black text/while background, no neon strobes, …)
2. An appropriate title display for the game.
3. Two image tags to represent the cards that have just been played.
4. A button called New Game, and a button called Next Round
5. For each player, the current number of cards in their hand and cards in their discard pile should be displayed
6. A link to your home page