**Card Project Aspect #2**

**Due December 5th**

For this second portion, we will be creating a partial game of 5 card stud poker. Your game must be able to do the following:

1. Deal out and display two five card hands from the same deck, one for the player and one for an “opponent” (there is no betting or discarding/redrawing of cards).
2. Evaluate the winner of the hand based off a partial poker ruleset. We will consider the following values:
   1. Four of a Kind (ranked by face value)
   2. Three of a Kind (ranked by face value)
   3. Two of a Kind (ranked by face value)
   4. High Card (ranked by face value)
3. If there is a tie (such as both hands containing a pair of 5’s or both having a single high card of a king), break the tie by suit, according to the precedent: (hearts < clubs < diamonds < spades).
4. Keep track of how many wins each player has had while the game is currently going (before a page refresh/navigation away).
5. A button that shuffles the deck and then deals two new hands and evaluates the winner.
6. **Bonus: Implement other poker rules for hands (such as two pair, full house, straights, …). Bonus points will be applied to the Final Exam grade**
7. **Second Bonus: Implement the ability to discard (select 0-5 cards from your hand that you don’t want, remove them from your hand, and deal that number of cards back into your hand). You do not have to implement this for the “second” player.**