**Zip Deck rules:**

There are N players, and a deck with N\*4 cards. The deck is shuffled (Python's random.shuffle function) and each player is dealt a card. Everyone looks at their card, then, on the count of three, if you believe you have the highest card, say (return) "Zip Deck!"

If you *do* have the highest card and you said "Zip Deck", you win! You assign floor[C/4] points, divided between the other players any way you'd like, where C is the value of your card.

If either you said "Zip Deck" but *don't* have the high card, or you do have the high card but *didn't* say "Zip Deck", you take a penalty of floor[C/4] points.

The winner is the player with the fewest total points after a set number of rounds (as of now, N2 rounds).

**What You Do:**

Write a bot! A bot is a descendant of the Player class.

class Player(object):

def \_\_init\_\_(self, player\_num):

self.player\_num = player\_num

def play(self, card, info):

# Info is a hash containing the number of players, the round number,

# and every player's score

# Ex: info = {"player\_count": 4, "round": 2, "scores": {0: 2, 1: 0,

# 2: 2, 3: 6, 4: 5} }

# Define your own play function for your class.

# If you think you're highest, return an array where the first

# element is the phrase "Zip Deck!", and the second is a dictionary

# for how you'd assign points if you win.

# E.g. ["Zip Deck!", {0: 2, 1: 2, 4: 1}]

# If you don't think you're highest, return an array with one

# element, the empty string (or anything that's not "Zip Deck!")

return [""]

class Rando(Player):

def play(self, card, info):

if random.random() > 0.5:

target = {i for i in range(info["player\_count"])}

target = target - {self.player\_num}

target = random.choice(tuple(target))

points = card//4

return ["Zip Deck!", {target: points}]

else:

return [""]