Python Card Game - "PyCards Duel"

Project Description:
In this project, students will develop a simple card game called "PyCards Duel" using Python. The objective of this game is to provide a fun and interactive way for beginners to learn programming fundamentals such as variables, functions, loops, and conditional statements. The game will be played in the console, where two players can compete against each other.

Game Rules:
1. The game uses a standard deck of 52 cards, and each card has a designated point value (e.g., Ace = 1, Number cards = face value, Jack/Queen/King = 10).
2. At the start of the game, the deck is shuffled, and each player is dealt an equal number of cards.
3. In each round, both players play one card face-up. The player with the higher card wins the round and scores points equal to the sum of both cards' values.
4. The game continues until all cards are played. The player with the highest score at the end of the game wins.
5. Optional: Implement special rules (like trump cards or bonus points) to add complexity.

In the "PyCards Duel" game, the rules for determining the higher card between two players in each round are as follows:

1. Card Values:
   - Number cards hold their face value (e.g., a card showing '4' is worth 4 points).
   - Face cards (Jack, Queen, King) are each worth 10 points.
   - Aces are worth 1 point, but you can optionally add a rule to make Aces high (worth 11 points) to introduce more strategic elements.

2. Comparing Cards:
   - In each round, both players play one card face-up.
   - The card with the higher point value wins the round.
   - If both cards have the same point value, it results in a tie, and you can decide whether to award no points or split the points between the two players.

3. Winning a Round:
   - The winner of the round is the player with the higher card based on the above value rules.
   - The winning player scores points equal to the sum of the point values of both cards played in that round.

These rules make the gameplay straightforward, emphasizing quick rounds and simple calculations, suitable for beginners learning programming with Python.

Key Features:
- A shuffle function to randomize the order of cards in the deck.
- A function to deal cards to players.

- A game loop where players alternately play cards and the program determines the round winner.
- A score tracker that updates after each round.