1. Button „Start Game“ 🡪 generate 7 cards for each player and 1 on the staple

* My own cards are visible and clickable (button)
* Enemies cards are visible from the backside only
* The 1 on staple is visible
* Each card is unique

🡪Interfaces for own cards, enemy cards, draw new card and staple with old cards

1. Button draw card generates a new unique card and gives it to players hand (only if you can’t put a suitable card on staple)
2. If card is clicked, it’s compared to the card on the staple if it has the same color or number

* If yes, the chosen card is moved to the top of the staple
* Else, nothing happens

1. If no card is suitable for the staple, a new card has to be drawn, if still not suitable card it’s the next players move
2. Compare enemies cards if suitable and move on top of staple

* If not possible, draw new card and check again
* If still not possible switch to next player