Hi Naman,

this is the starter pack for the project. All images are found in **/images** folder. The source file is: **game.py**

The screen dimensions are shown on the image below. The whole screen size is 1200x850px. I think, it'd be nice to have some margin around ~17px. The player's area is 200px wide on both side, while the cards are 60x82px.
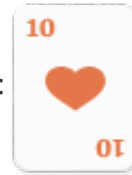

STEPS

- create a directory on your machine and copy all files from here
- type the following:
    - *git init*
    - *git add .*
    - *git commit -m "Initial commit."*
    - (Create a new private repo at GitHub.com)
    - *git remote add origin* **yourgithubrepoaddresscomeshere**
    - *git push origin master*
- you need to install **pygame**
- to run the project: *python3 game.py*

- you will see a card on the top left corner

TODO

- can you move the card the middle of the screen?

- can you build the card programatically shown on the image:

(Tipp: the images are in /png format, so they are transparent, you can put images on top of each other...)