### Rules:

1. The player to the dealer's left goes first.
2. Each player is dealt 3 cards
3. Player’s turn
   1. The player may draw the top card from the deck, add it to his/her hand, and discard a card from his/her hand.
   2. The player may draw the top card from the discard pile, add it to his/her hand, and discard a card from his/her hand.
   3. The player may "knock", announcing that (s)he has a high enough score to "not lose" the hand.
      1. A knocking player does not take a card.
      2. If a player/AI knocks, no one else may knock
4. Value of cards
   1. (Kings, Queens, and Jacks) are worth 10 points
   2. Aces are worth 11.
5. Value of deck
   1. Adds up all of the cards of the same suit to get the score
   2. If a player has all different suits, the highest card represents his or her score
   3. If any player has 3 matching cards, their score is 30.
6. Knocking
   1. As soon as a player draws a score of 31, the hand ends automatically.
   2. After a player knocks, play continues around the table until it returns to the player who knocked.
   3. The hand ends with the player who goes before the player who knocked.
7. How to win the round
   1. At the end of a hand, each player shows his/her hand and the scores are tallied.
      1. The player(s) with the lowest score receives a strike.
      2. If the player who knocked has the lowest score they receive 2 strikes
      3. Once a player has three strikes they are eliminated from the game.
      4. Every player except the player with 31 receives a strike
   2. If the human player is eliminated, the game should continue as normal until it ends or (s)he clicks the reset button.
8. The last player to be eliminated is the winner of the game.
9. If the last two people tie to end the game, every player (even players previously eliminated) gets back one strike, including the last two people (so everyone has 1 strike left), and play continues.

### Variables to keep track of:

* The number of strikes each player/AI has
* The card value of each player’s hand
* The value of the top card of the discard pile and the deck
* If the player/AI knocks or not
* The number of rounds the player played
* Whose turn is it
* The “dealer” of the round

### Functions:

1. Initialize
   1. GenerateStandardDeck
   2. ShuffleDeck
2. Knock
3. DiscardCard
4. DrawCard
5. Result
6. Display

### Interface:

