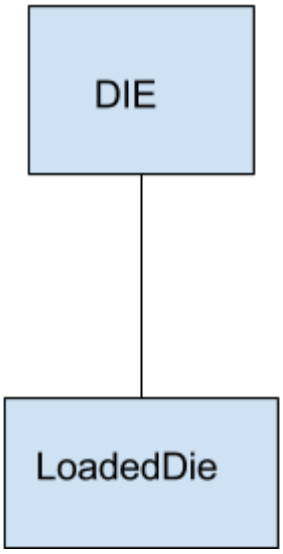
Robert Newton
10/09/2016
Lab 2

The general premise behind war is both players lay down a card at the same time, the player with the higher card takes the card and puts them at the bottom of his deck, the player with the most cards at the end of the game is the winner. We will start by initializing two player variables, though only one user will be playing. We will then ask the user how many rounds they wish to play, this will be stored in another variable called rounds. The user also has to state the sides of the die will be (sidedDie) A prompt will come through and have the user indicate if the die is loaded, essentially if the die is guaranteed to land on a certain number every time.

Two of our main classes, Die and LoadedDie will hold the information on the results to indicate if the die is loaded or regular. Now, all the qualities of die are passed onto LoadedDie through inheritance,

Like this:



We are also going to create a Game class, this is how the game will be ran, it loads in the information on the type of dice for both players, again the amount of sides and whether it is loaded or regular. We will also take in the round information and we will initialize score variables for both “players” therefore, allowing us to definitively set a winner. We will print out the winner at the end of the program, the winner instead of most card will win by most rounds.

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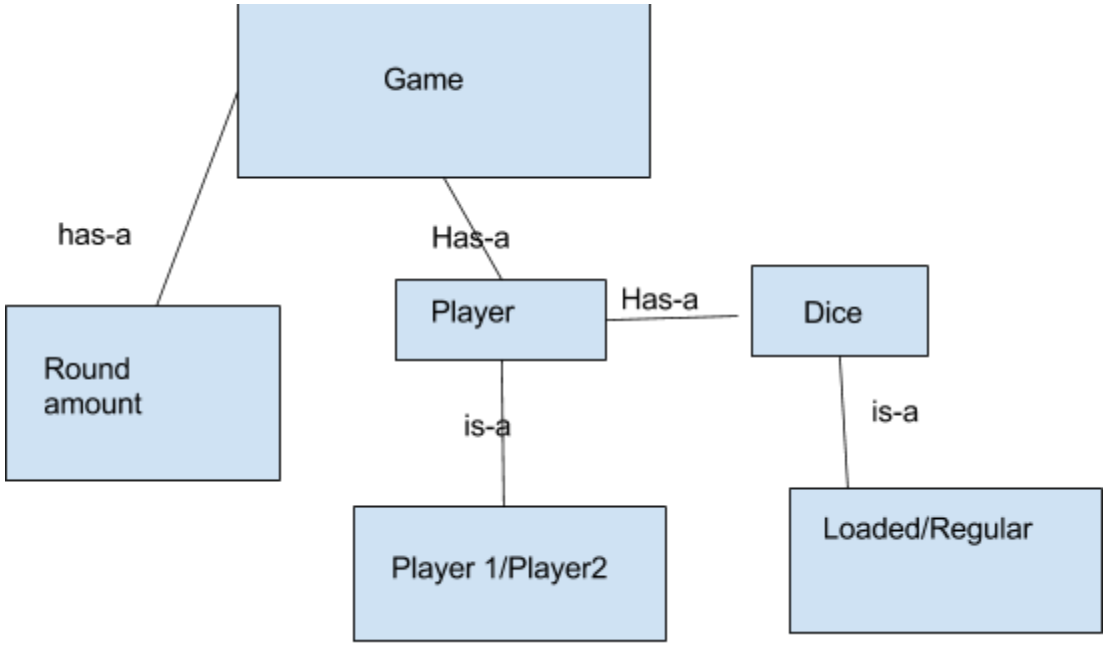

Test Plan: The options available to the user are the options for a loaded or regular die and the amount of sides the die has as well as how many rounds the game has. The results I can think of right off hand would be the differences the user would see between using a loaded die and a regular die, and how that might affect the results per round too.