Specification for The Switch or Stay Game (Console Version)

1. Print an intro to the game

* Welcome message
* How to play

1. Game starts with three labeled cards facing up to the player.

* One is “Winner”
* Other two “Loser”

1. The labeled cards are randomly faced looking down

* Relabeling the cards “one”, “two”, and “three”
* Only the dealer knows which card is the winning card

1. The player is asked to pick one of the three cards that are facing down
2. After the player picks their card, the dealer turns over one of the two cards not picked to be revealed to the player

* The dealer’s choice is always a “Loser” card

1. Now the player decides if they want to “Stay” with their first choice or “Switch” their choice to the other card that has not been turned over

* S for stay
* W for switch

1. After the player decides to “Stay” or “Switch” with their initial choice the winning card is revealed
2. All three cards are then faced up to be shown to the player
3. The player wins the game by having their finial choice being the “Winner”
4. Print out stats

* Number of games played
* Percentage of wins