

# Top Trumps Project Brief

**This vanilla JS project sees you build a console application allowing users to play the well-known game 'Top Trumps' using prompts, classes, objects, arrays, functions and everything you have learned in the first two weeks.**

There are no designs needed for this project as it is console and prompt based.

## Background about the game

The game is played taking turns between one players' hand of 15 cards and the other player's hand. The cards have statistics on them which will allow the user to pick an attribute and compare that attribute with the other players' top card; whoever has the strongest chosen attribute, wins both cards. If the values are the same, both cards go into limbo and whoever wins the next hand, wins the limbo cards and the ones just battled. The winning player of the hand continues to choose until they lose.

## Initial thoughts before you begin

This project will test your ability to problem solve and put into action what we have gone over in the first two weeks. It is important to plan out what you think you will need for your project before you start coding as this will allow you to write cleaner and more useful code as you get further into the project.

You may need to revisit some of your challenges to assist you with this, you may want to look at your classes & objects challenges to help you adhere to the DRY principle.

**This is your first big individual project and you will be able to include this in your digital portfolio to show off the skills you have and will be learning.**

## Deliverables



A one player: 30 card game using one topic of choice with 1 statistic per card

Have the cards hold 5 statistics with different scales for the statistics. E.g. Health points could be highest wins, evilness could be lowest wins

Hold statistics for how many times a particular card has won and log it to the console



Upgrade to two player - allowing the game to toggle between players when one player loses on their go

Allow the player to choose from multiple topics when the game starts



## To remember

Please complete at least the mild task and work your way up.

You are to work individually on the project but of course, speak to each other about your thoughts, research and problems that you've faced and overcome.

You are taking steps on your development journey with this project and you will face challenges along the way. Think about what you are aiming to achieve and break your problem down; don't try and tackle the whole thing in one go. Think about the logic of your problem and aim for small accomplishments.

Your project deadline will be on Slack in the development channel.

**Best of luck!**