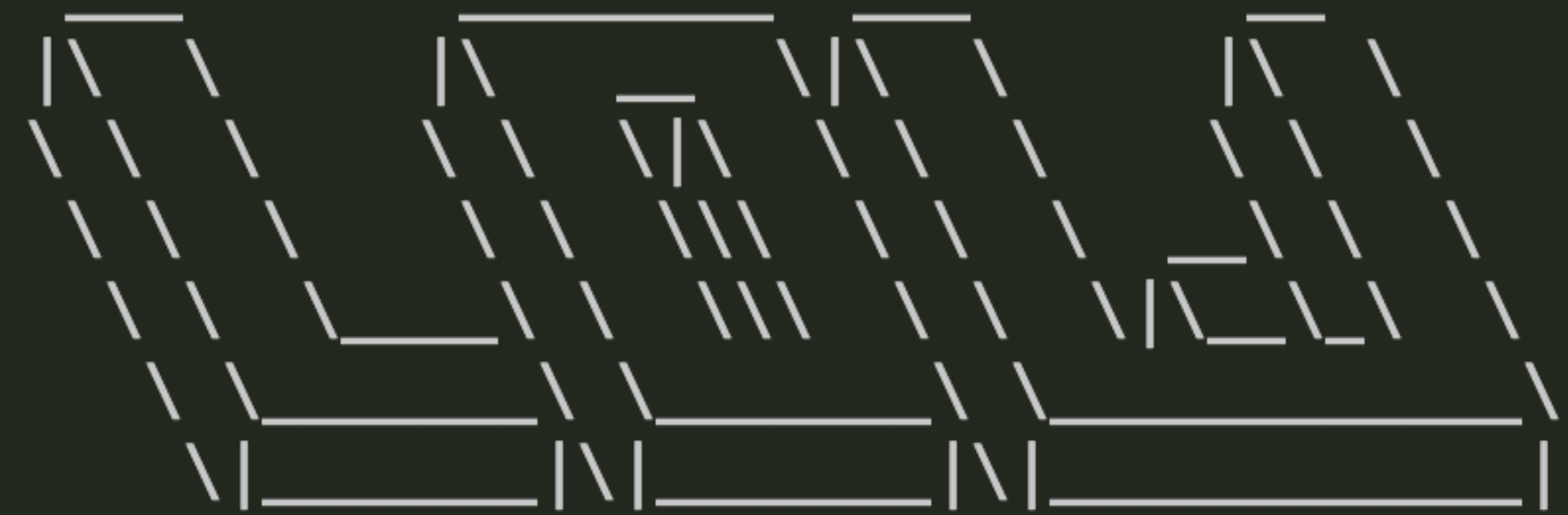


Welcome to



(Press ↑/↓ arrow to move and Enter to select)

- **Start_game**
- How_to_play
- High_scores
- Quit

High-Low

A Terminal App

By Robyn Lim

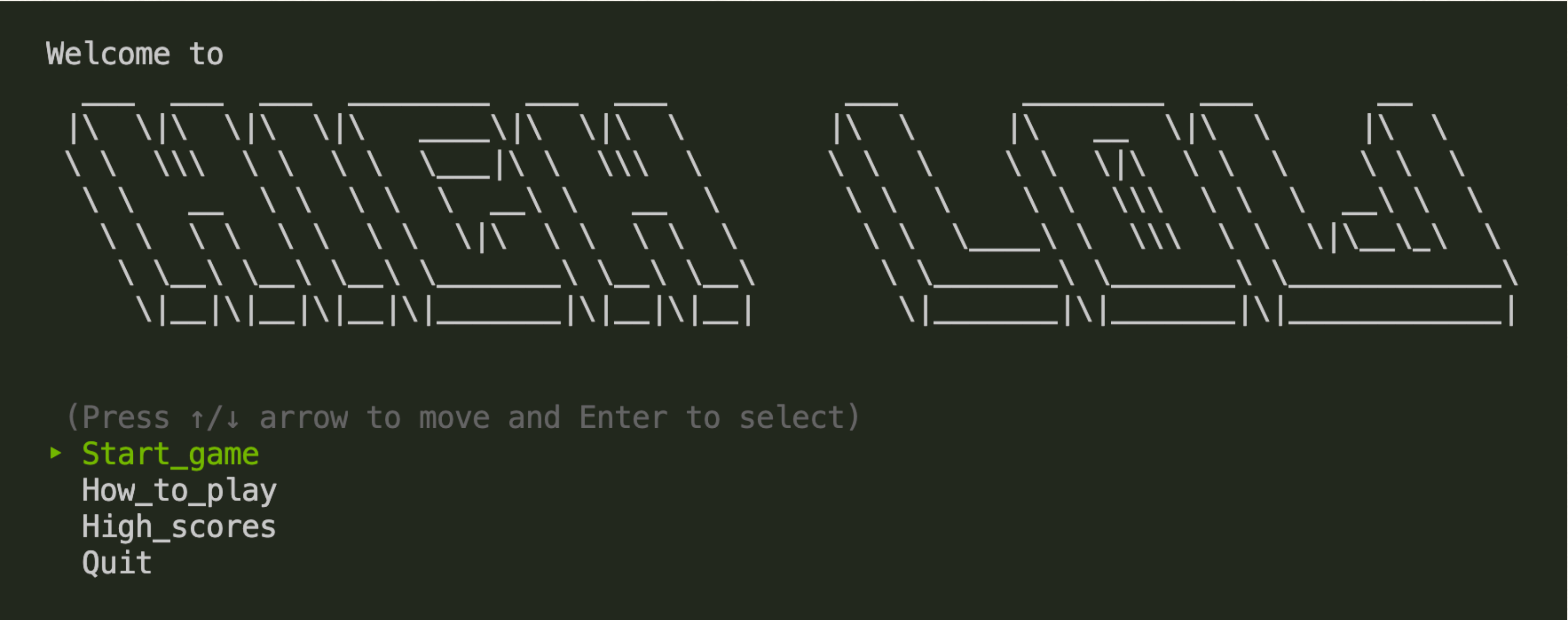
How to play

- ❖ High low is a fun game where a dealer is dealt a card face down and the player is dealt a card face up. The player must decide if the dealer's card is higher or lower than their card.
- ❖ The deck is reshuffled every 15 rounds.
- ❖ Aces are the highest cards, twos are the lowest. If the same number is drawn, suits are used to judge which card is higher. Suits in order of high to low are spades, hearts, clubs, diamonds.
- ❖ The challenge of the game is to get on a high score board. There is a high score board for maintaining the highest winning streak and a high score board for winning the most tokens from a start of 10 tokens.

Lorem Ipsum Dolor

Title menu

- TTY prompt



Get player name

```
Hi, what's your name?  
pikachu
```

```
Hi Pikachu. Let's play high low!  
You start with 10 tokens.
```

```
The dealer flips his card. It's the Queen of clubs.
```

```
Congratulations, Pikachu. You won!  
There are 192 tokens in the pot.
```


Lorem Ipsum Dolor

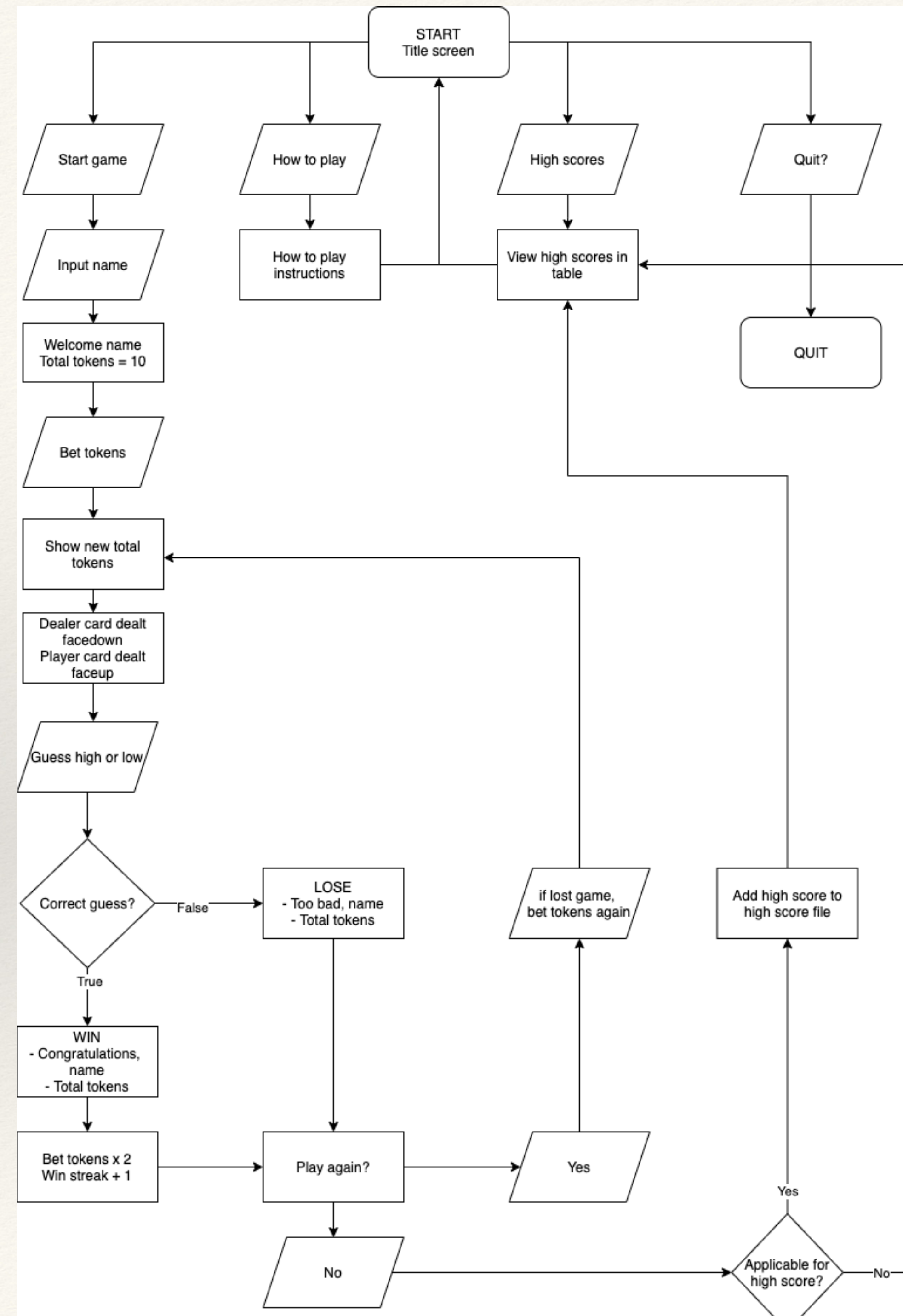
High Score Tables

- TTY tables

Player	Win_streak
Jane	10
John	8
Mary	5
Matthew	3

Player	Total_tokens
Fish	10
Asprin	8
Chocolate	5
Cake	3

Control Flow

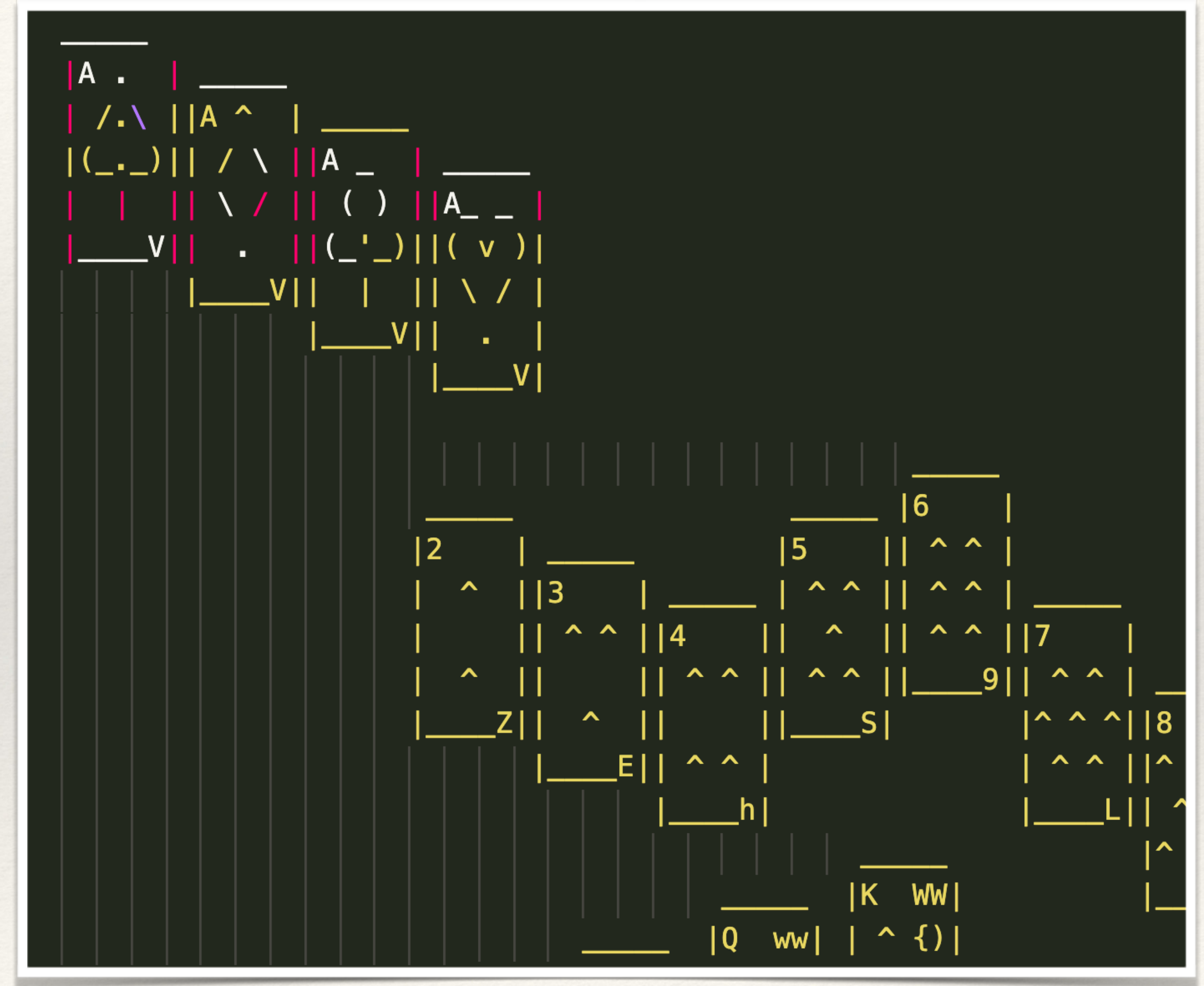


Challenges

- ❖ How to represent drawing random cards?
Used `rand 1 4` `rand 2 14`
- ❖ Working out the flow of the program
- ❖ Understanding ruby gem documentation
- ❖ Learning everything as I go

To do

- ❖ Checking game logic
- ❖ MVC
- ❖ Read/write to file for high scores
- ❖ Tests
- ❖ Error handling
- ❖ Add gems - colour & music?
- ❖ Would love to add card ascii art and sleep animation if I have time



DEMO TIME