Go fish

52 cards, 4 players

Variables: score, used\_card

* Each player has 5 cards initially
* Generate 5 random cards for each person
* Store cards in a dictionary, key is the card, value is the number of the card
* Delete cards that are in players hands from 52 cards, these cards become used cards
* User pick who to get cards from
* User choose a card from the cards in hand
* If card exist in the chosen player’s hand, user list adds one card, card + 1.
* Else: output “go fish” and randomized cards from the rest of the card pool, card + 1
* If cards are taken by others, card is deleted from user’s hand, but added in another player’s hand.
* If any player has 4 same cards, score +1, delete cards from user’s hand/dictionary, used\_card + 4
* Game ends until used\_card = 52