**Names**

Drew Davis, Eston P Penwell

**Project name**

Cards War

**Project details**

Build a card game that runs similar to the card game war.

**Implementation plan**

Randomize cards

Split them into two arrays and hand out to the two players

Set up and keep score first to ten wins/ or keep track of cards

Keep track of cards and give the person the cards that wins until he has them all

4/17 🡪interaction diagram/classes

4/18🡪start declaring variables

4/19🡪loops

4/20🡪compare and war sequence

4/21🡪work through bugs or finish up past experience

4/22-4/25🡪ask questions on things we skipped or had trouble with

**Elevator pitch**

The war game is a great idea for the reason of its university. Almost everyone knows how to play, and it is fundamentally a fun and simply game.

**Why we need four weeks**

While I said this is a simple and fun game, the reason it will take four weeks is because we need to add a few new classes and implement them into the existing classes and my partner and I must discuss the outcomes of said classes and fix anything that isn’t running all that great.