

Compile with make first

Note that I used Smart Pointers for memory management (no new/delete).

For ease of demo, I've changed the cout for some prompts to be more descriptive (e.g. 7H is not a legal move) and this was said to be ok on Piazza. I've also omitted the ">" for when a CPU plays or discards for clarity.

e.g.

Player: >Player1 plays 7H.

CPU: Player1 plays 7H.

### **Game Start:**

./straights 2 < ./inputs/start.in

- 7S is in player1's hand so player 1 goes first

./straights 1 < ./inputs/start.in

- 7S is in player4's hand so player 4 goes first

./straights 1 < ./inputs/start2.in

- 7S is in player4's hand but player4 is cpu so player4 plays and then player 1 goes after

### **Human Controls:**

./straights 2 < ./inputs/play.in

- It's player1's turn to play with only legal move being 7S. Demo shows that invalid options such as discarding and playing cards outside of legal plays doesn't work. Moves on to next player only when a legal move is played.

./straights 2 < ./inputs/discard.in

- Shows player3 trying to discard a card (7H) not in hand and then discarding a card in hand

./straights 2 < ./inputs/ragequit.in

- Shows that ragequit persists (i.e. a player gets replaced by a cpu permanently for the rest of the game after they ragequit)

./straights 2 < ./inputs/deck.in

- Shows deck and verifies showing the hand of each player

### **Computer Move:**

`./straights 2 < ./inputs/cpu.in`

- The CPU plays the first card in legal plays, i.e., 7C during Player1's turn (after ragequit)
- The CPU discards the first card in hand, i.e. 6H during Player3's turn.

### **Scoring:**

`./straights 4 1 < ./inputs/scoring.in`

- Shows end of game display

### **General Play Demo:**

`./straights 1 < ./inputs/general.in`

- Shows cards appearing on piles and end of round