So it’s a simple card fight game where both players play their cards to see who is strongest.

If you want to test the game using mock server, I have 2 input fields for you. First input box is for player number. Player number starts with 0 and 1. Second input box can be varied score, cardno e

1. SET PLAYER

Use only first input box. This option will set the player

1. PLAYING:

Use only first input box. This option will set the status of player no (0 or 1) to playing status and will set the status opponent player to (player 1 or 0 turn to play)

1. DISPLAY CARDS COUNT:

Use both input fields, first input to select player (0 or 1) second input to set cards count of that player. This will update the player cards count on UI

1. WAIT:

You don’t have to use both input fields. When selected and run it will pause both players frame for 4 sec

1. HIDE CARDS:

You don’t have to use both input fields. This option will set the two cards on deck to “text” or default cards

1. PLAY CARD:

You must use both input fields. First input for player no (0 or 1) second input for which card to play. Card numbers start from 0 to 3. You can use second input between 0 and 3 to play the card from the deck. It will disable the card form the deck. It dosent effect cards count though

1. GIVE SCORE:

You must use both input fields. First input for player no (0 or 1) second input for how much score to give to player.

It will update on their respective UI.

1. WINNER:

You must use only first. First input for player no (0 or 1). This will set the status of the player to winner and other to loser

1. QUIT:

You must use only first input for player no (0 or 1). This wont actually quit but will check if the player is eligible to quit or not. Will update the status if player can or cannot quit. If player quits he gets you lost message.