

README.py

- Instructions for the Hi Lo Game
- Authors

Deck_of_Cards <class>

__init__(self) <constructor>

value: 0 <integer>

find_random_card(value) <method>

Game <class>

__init__(self) <constructor>

is_playing <boolean>

points = 0 <integer>

total_score = 0 <integer>

start_game(self): <method>

While is_playing:

find_random_card()

ask_user()

find_random_card()

score_update()

display_score()

play_again()

ask_user(self): <method>

score_update(self): <method>

display_score(self): <method>

play_again(self): <method>