Final Project Proposal

I have decided to work on a cards game called the Pacifist War. I will be writing the code on PyCharm. Pacifist War is a game of 52 cards on a deck with the cards ranked from 0 to 51. Once the cards are shuffled, 2 cards on random are picked and whoever has the higher rank wins the round. After the round, the two cards being used in the last round are not replaced with the rest of the deck instead is removed from the deck. I would need to implement lists and random functions. One specialty about this game is, the numbers start from 2 and Jack, Queen, King and Ace are 11, 12, 13 and 14 respectively. There are 26 rounds in this game. After the 26 rounds, the end-score will determine whoever won the game. Sometimes, it can be a tie with similar end- scores.