War – a card game

■ About `war` game –

- The goal of this game is to earn all the cards from the deck. It starts with a deck of 52 cards, dealed amongst 2 players, all cards faced down.

- Each player gets a chance to pick the topmost card in his deck and play it.

- Once both the players show their topmost cards, whoever has the larger value card, wins the hand and gets both the cards showed up.

- In case, both the players show same value card – there's a tie breaker round. In tie breaker round, both players pick topmost 3 card from their respective decks and put them faced down.

- Then a 4th card is put by both players, faced up. Whoever has this 4th card of greater value, wins the hand, and gets all 8 cards.

- The game continues until one player loses all his card and the other one has 52 of them.

■ Assumptions

- Each player always plays only the topmost card from his deck.

- All suits are of equal importance. Ace of any suit is of greatest value and rest 2, 3, … J, Q, K (any suit) in increasing value from left to right.

- Every time player wins a hand, the won cards added in the bottom of the deck. No reshuffling of cards.

- If there is a tie, 3 cards are drawn from each player's topmost deck. And 4th card's comparison is the tie breaker.
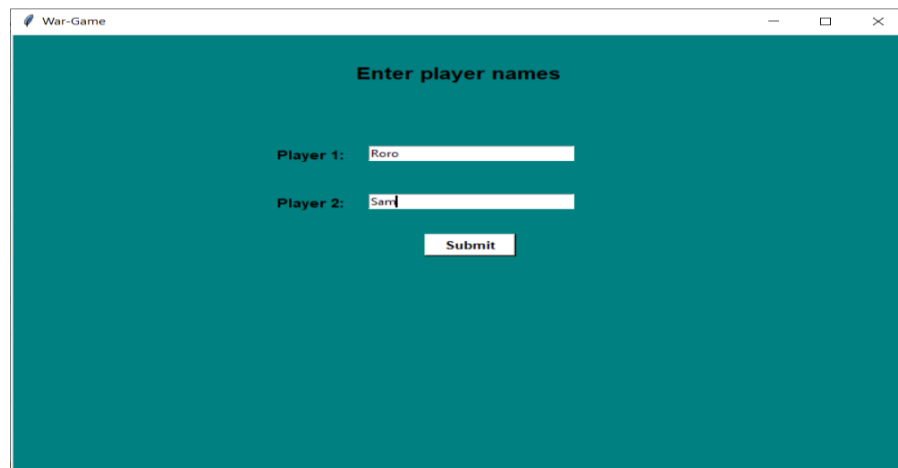
▪ What I would have liked to do more

- Making number of players configurable. Users select how many players game they want it to be.

- Assigning different importance to each suit, so that one takes precedence over other, and the game gets even interesting.

- Allow reshuffling of cards from decks, may be when both the player reach consensus or a player who wins 5 consecutive hands asks for it.

- Include a joker, who would have highest value from the deck.

- Include some animation in the user interface such that card is seen drawn from the deck for every turn.

▪ Corner cases handled in code

- If it's a tie breaker round and one of players has less than 4 cards in his deck, he loses the game as he has insufficient cards for tie breaker.

- If name of players is not entered on the registration page – defaults are used.

- If there are multiple simultaneous tie breaker rounds, they are dealed correctly.
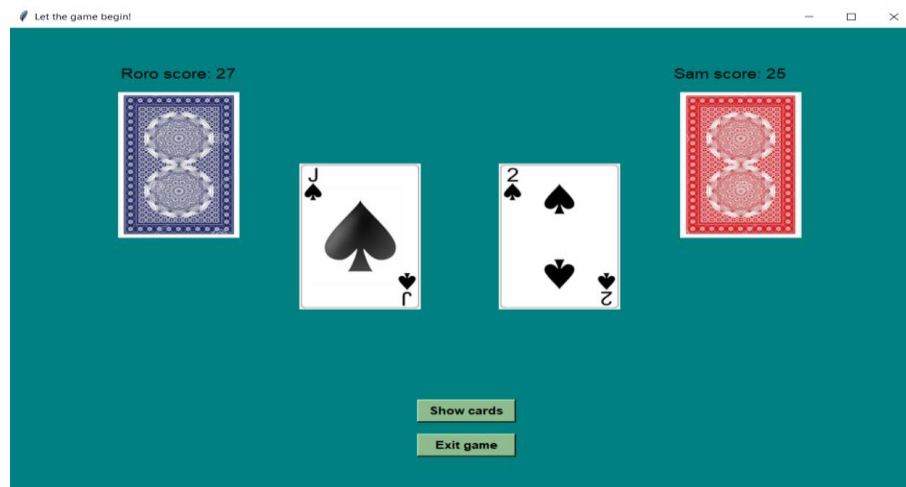
Supriya Mokashi
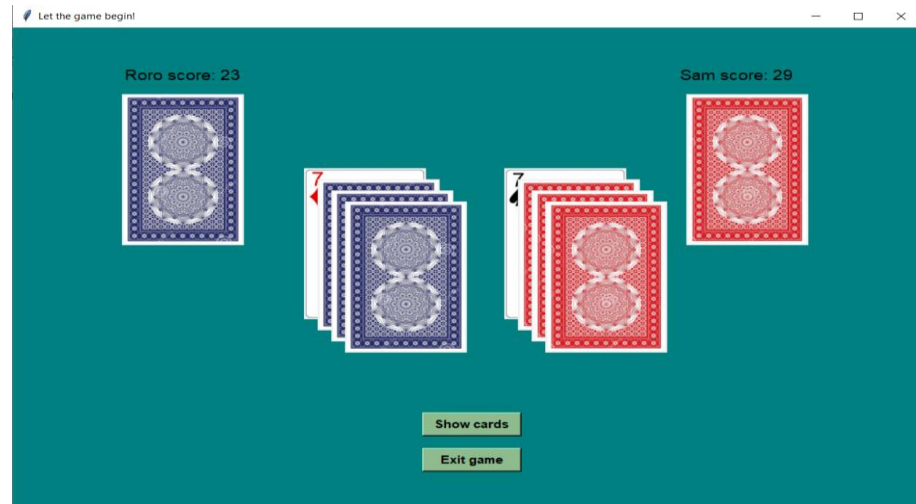
- **Few snaps of how the game looks at various stages**

Registration window -

Gameboard -

Tie breaker round -

A player wins -