Highcarder is a casual/semi-competitive card game where the main premise is to survive as many rounds as possible while gathering the highest score possible by playing poker hands from an ever-dwindling deck of cards. Once cards are played, they do not return to the deck and are discarded, forcing the player to be resourceful and strategic with how they play their cards. Playing a poker hand counts as a round, and completing 5 rounds raises the “ante” by one.

The game is inspired by other card games like Texas Hold ‘em Poker, *Persona 5 Royal’s (20XX)* Tycoon Minigame, and mainly the recent *Balatro (2024).*

500 introduction

* Aims, intention, and what the website is about
* How to play the game
* How it stores info and relays them
* Css and html

500 HTML and CSS

1000 words JS implementation

Maybe 250 – 500 words how to improve, what ive learnt etc

Implement a multiplier instead of a flat scoring system.

Include a more implementations of the localStorage, better HTML and CSS instead of sole focus on the JavaScript element – incorporating the HTML (such as showing what perks the player had at the moment in a separate toolbar/section)