War Pseudocode

1) Required constants:

1.1) Card Suites

1.2) Card Ranks

1.3) Face Lookup

1.4) Sound Constants

1.5) Master Deck

1.6) h1 Message element

2) Required variables used to track the state of the game:

2.1) pDeck – which is the “player deck”- represented by PS5

2.2) cDeck - which is the “computer deck” - represented by

2.3) pHand – Player’s active card being shown

2.4) cDeck – Computer’s active card being shown

2.5) war -The State of War in game

3) Store elements on the page that will be accessed in code more than once in variables to make code more concise, readable and performant:

3.1) pHandEl

3.2) cHandEl

4) Upon loading the app should:

4.1) Initialize the state variables:

4.2) Start Screen begins with of Shuffled Cards.

4.3) Initiate the point count start at 26 each, to represent a split Deck.

4.4) Render those state variables to the page:

4.5) Render the pHand & cHand on the board:

4.5.1) The card slots are empty at start. Cards will be randomly picked from the array of options.

4.5.2) Use the index of the iteration to access the mapped value from the Shuffled Deck array.

4.5.3) Render a message: ${winner} Wins the Hand! Set the background color of the body once War mode is

5) Handle a player clicking their Stack of Cards:

5.1) Will determine whose hand value is higher. In event of tie, render War mode.:

5.2) "Extracting" the index from an id assigned to the element in the HTML, or

5.3) Looping through the cached square elements using a for loop and breaking out when the current square element equals the event object's target.

5.4) Loop though card array to choose random card value from idx.

5.5) If winner is not null, immediately return because the game is over.

6) Handle a player clicking the replay button:

6.1) Do steps 4.1 (initialize the state variables) and 4.2 (render).