Haxe Programming Test

Task:

Build a small card game for 2 players. 1 Player (bottom) is human, one player (top) is AI. Please implement the test in Haxe with libraries of your choice.

UI:

- Screen 1: There should be a button to Start the game

- Screen 2: Cards are given to bottom player and top player, there is a small score label and a button to restart the game (goto Screen 2) or end the game (goto Screen 1)

- Screen 3: End of the game when all cards have been played, show a small summary of the scores, a message who won and 2 buttons: Play again (goto Screen 2) and End (goto Screen 1)

Rules of the game:

- Start: Every player receives 13 cards (Ace to King) in order (color does not matter, maybe one player red and one player black?)

- Loop: Both players put a card face down on the table. Once both players have put the card, the cards are revealed and the player who put the higher card receives one point. Then both cards are removed from the game and put aside.

- End: The game ends when all 13 cards have been played and the player with the highest score wins.

A comment on AI: It is enough to have random moves for the AI.

Goals / what are we looking for:

- Clean code
- Structure of the project
- Structured layout of the game (design of textfields and buttons is not important)

Notes:

We own all rights to the graphics transferred for the purpose of this programming test. You have no permission to use any of these graphics for any purpose other than this test assignment.