* To identify a text-based game that you would like to implement

***Dou dizhu*** （poker game）

* To define what features / functions that your proposed text-based game would incorporate.

Rules

The landlord plays first, and may play a single card or any legal combination. Each subsequent player in anticlockwise order must either pass (play no card) or beat the previous play by playing a higher combination of the **same number of cards** and **same type**. There are just two exceptions to this: a **rocket** can beat any combination, and a **bomb** can beat any combination except a higher bomb or rocket - see definitions below. The play continues around the table for as many circuits as necessary until two consecutive players pass. The played cards are then turned face down and put aside, and the person who played the last card(s) begins again, leading any card or legal combination.

In this game, there are thirteen types of combination that can be played:

1. **Single card** - ranking from three (low) up to red joker (high) as explained above
2. **Pair** - two cards of the same rank, from three (low) up to two (high)
3. **Triplet** - three cards of the same rank
4. **Triplet with an attached card** - a triplet with any single card added, for example 6-6-6-8. These rank according to the rank of the triplet - so for example 9-9-9-3 beats 8-8-8-A.
5. **Triplet with an attached pair** - a triplet with a pair added, like a full house in poker, the ranking being determined by the rank of the triplet - for example Q-Q-Q-6-6 beats 10-10-10-K-K.
6. **Sequence** - at least five cards of consecutive rank, from 3 up to ace - for example 8-9-10-J-Q. Twos and jokers cannot be used.
7. **Sequence of triplets** - at least two triplets of consecutive ranks from three up to ace. For example 4-4-4-5-5-5.
8. **Sequence of triplets with attached cards** - an extra card is added to each triplet. For example 7-7-7-8-8-8-3-6. The attached cards must be different from all the triplets and from each other. Although triplets of twos cannot be included, a two or a joker or one of each can be attached, but not both jokers.
9. **Bomb** - four cards of the same rank. A bomb can beat everything except a rocket, and a higher ranked bomb can beat a lower ranked one.
10. **Rocket** - a pair of jokers. It is the highest combination and beats everything else, including bombs.

Note that passing does not prevent you from playing on a future turn.

**Example** Player A (the landlord) leads 3-3-3-9 to get rid of some low cards, player B passes, player C plays 5-5-5-7, player A plays K-K-K-J and player B plays A-A-A-3. C and A pass, so B can start again with anything. He leads a single 4.  
**Note** B could have played his aces on his the first turn, but preferred to pass to give his partner a chance to get rid of some cards. After B has passed, C should play if possible, so as not to give the landlord (A) a free chance to lead again. Having beaten A's second play, B leads a low card to give C the choice of playing another unwanted card or putting the landlord under pressure by playing a high card.

Ending: If the landlord runs out of cards first he has won, else opponents won.

* To set up a Github repo where your work will be hosted.