**Program Requirements**

Using PSP1, write “GO FISH” program.

**Go Fish – Specifications**

Develop a Go Fish game, where the user and the computer compete for a win. The two will alternate turns, as long as they have to “Go Fish”. So if one of them asks for a card and the other person has one or more of that card, the card(s) will be given to the person who asked and it will be their turn again until they ask for a card(s) that the opponent does not have, making them “Go Fish” and then it will be the other persons turn.

**Features**

The game will start with giving the user and the computer a random hand of cards, eight random cards.

The user will then input a card type that they have in their hand to try and make a group of four( Ex: if their hand already had 3 threes, they may want to try and ask for another 3, to make a group).

If the opponent has the card or multiple of that card they will be added to the hand of the player that asked for them. And the player will get to ask for another card type.

If the card type that was asked for is not in the opponents hand, the player will be asked to “Go Fish” and they will have to draw a random card from the deck and the random card will be added to their hand. Now it will be the other player’s turn.

This will continue until the deck that the players draw from when they “Go Fish” is empty.

The program will tally up the amount of groups of cards that the players have collected throughout the game and will announce the winner and the score.

**How the game ends**

This game ends when the deck is empty. When the deck is empty, the player who has more groups of cards wins.