Designing and implementing a Card Game

Design and implement a command-line interface for a card game in either Java or JavaScript. Users should be able to play the card game either against the program itself or in multiplayer mode against others using the same command-line. Which card game you implement is up to you, but we suggest implementing Blackjack ([en](https://en.wikipedia.org/wiki/Blackjack), [fr](https://fr.wikipedia.org/wiki/Blackjack_(jeu))).

If you would like to implement a different card game that is alright. Other reasonable options include: Go Fish ([en](https://en.wikipedia.org/wiki/Go_Fish), [fr](https://fr.wikipedia.org/wiki/P%C3%AAche_(jeu_de_cartes))), Texas hold’em ([en](https://en.wikipedia.org/wiki/Texas_hold_%27em), [fr](https://fr.wikipedia.org/wiki/Texas_hold%27em)), Gin rummy ([en](https://en.wikipedia.org/wiki/Gin_rummy), [fr](https://fr.wikipedia.org/wiki/Gin_rami)). No matter what game you implement, please be sure to include the set of rules that you have implemented.

We do not expect a complete implementation of all of the requirements but try to consider the entire list when coming up with a design. We’d prefer fewer completed features, to more partially complete features -- production quality code is preferred. For non-implemented features, be prepared to discuss how you would tackle the work. Your code should be executable. Be sure to include a README with any important information. We ask that you do not spend more than 4 hours on the exercise.

Ultimately, the implementation should solve for the following:

* Implement a card game
* Maintain a scoring system that persists over multiple game sessions
* Ability to play against the computer, or against other players
* Be extensible so that other card games could be implemented in the future, potentially dozens of different games
* Track each player/computer action within the system
* Capable of supporting interaction patterns other than a command-line interface
* When playing against the computer a difficulty setting of easy/medium/hard can be selected