Lab 11 Design Tree for Card Game War

Level 0

```
** Ask for input, while
input wrong ask again
- p for play
- s for show
- e for exit
** repeat (go back to
beginning)
```

Level 1

```
exit
** print Thanks for
playing
** exit
```

```
show score
** print num rounds won
(human and computer)
** print scores (human
and computer)
```

```
play
** randomly pick comp
card (1,13)
** randomly pick human
card (1,13)
- determine winner
```

Level 2

```
determine winner
  ** if human card > comp card:
    ** print human won
    ** increment human round counter
    ** add card values to human score
    - print card values
  ** if comp card > human card:
    ** print comp won
    ** increment comp round counter
    ** add card values to comp score
    - print card values
  ** if comp card == human card:
    ** print tie
    - print card values
    ** get two more random cards
    ** go back to beginning of this function
```

Level 3

```
print card values
** if 1, print A
** elif 11, print J
** elif 12, print Q
** elif 13, print K
** else print number
```