OOP Mini Project Requirements

Title: Solitaire

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# Project Aims

* To create a solitaire game which implements all of the rules involved in solitaire.
* Seven stacks of cards must be created on the lower half of the window
* A stack of hidden cards must be placed on the upper left side of the window.
* When the stack of hidden cards is clicked a card is revealed.
* Four slots called the ‘Foundations’ must be placed on the upper right hand side of the screen.
* These foundations are divided into the four card suits.
* If a card is clicked from either the seven stacks of cards or the stack of hidden cards, a check is done to see if its value and suit match with the one of the four slots on the upper right of the window.
* A click will be registered using actionListeners.
* ArrayLists and enhanced for loops will be used throughout the project.
* If a the card is valid it will be placed in its slot.
* The name and score of the player will be recorded when the player closes the window and saved in a text file.