Features

- Display cards: working

  ◦ The labels for each of the piles and the lanes are displayed above them;

  ◦ Covered cards are displayed as blocks;

  ◦ Empty piles are displayed as light shade blocks;

  ◦ The size of the displayed lanes changes based on the lenght of the longest lane;

  ◦ The cards are displayed in different colours depending on the colour of the suit, white for black suits and red for red suits.

- User input: working

  ◦ The user is prompted to make a move, the move is checked and different error messages are shown if the command is wrong or the move is not valid. The commands can be either uppercase or lowercase.
    Valid commands are:

    ▪ Q

    ▪ D

    ▪ <label1><label2>

    ▪ <label1><label2><number>

  ◦ Possible labels are: C, D, H, S, P, 1, 2, 3, 4, 5, 6, 7.
    The number can be any number formed by one or two digits.

- Draw card from pile: working

  ◦ When trying to draw from the empty pile, the cards in the uncovered pile are moved back to the draw pile.

- Move card: working

  ◦ When moving between lanes, if the number of cards is sepicified, a move will be attempted using the number; otherwise a move will be attempted detecting automatically the right number of cards to move (if possible).

- Game Over: working

  ◦ When all the suit piles are complete, a game over message will show displaying the score and the number of moves.

- Quit: working

- Score: working

  ◦ 10 points are added when successfully moving a card from the uncovered pile to one of the suits.

  ◦ 5 points are added for each card moved between lanes, making sure that points are not added when moving cards between lanes having visible cards of equal rank.

  ◦ 20 points are added when moving a card from one of the lanes to one of the suits, however it is possible to repeat the move and the points will be added again.