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Functionality Feature:

Display cards and labels:

Fully working => the slots are positioned in the terminal very similarly to the way the graphic game is setup, in the first row there are the slots A\_P\_D\_H\_C\_S, and in the following rows after the numbered rows are printed, i have obtained this by making a list of list of rows, and in each row i have inserted iteratively through loops every single element. There are in total 23 rows because in worst case scenario we could have a combination of cards from 1 to K allocated into one of the numbered rows, and that could could occupy up to 23 rows in my terminal.

“[]” are covered cards ; “..” are empty spaces.

Prompr for user input:

Fully working;

Accept user input:

Fully working;

Error message for invalid commands:

Fully working;

Error message for invalid play:

Fully working => managed by the move() method in the Game Class;

Draw card from pile working:

Fully working;

Move card working:

Fully working;

Game over working:

Fully working;

Quit working:

Fully working;

the jar file is in out/artifacts/se\_game\_jar folder and it can be run using java -jar and its directory command through terminal.