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Step by Step Algorithm for Card Project

1. Game Starts
2. A GridPane of Cards is displayed in a BorderPane
   1. A card is a StackPane with an Image(front) and a Rectangle(back)
3. Bottom section of BorderPane is an Hbox
   1. Contains score and quit button
4. When quit button clicked, quit Pane replaces GridPane
   1. Clear gridpane and set center of borderpane to quit pane
5. When a card is clicked, show the image(fadetransition)
6. When another card is clicked compare them
   1. LocatedImage class created to compare images by name
   2. **Card**.*card1Name* = card.getImage() **instanceof** **LocatedImage** ? ((**LocatedImage**) card.getImage()).getName() : **null**;
7. If they match, add a point(Observable Integer Property)
8. If not, set points to 0
9. Cards fade to the back after a short amount of time
10. If points =3 then win pane replaces GridPane