**Group 1**

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**Project Scope**

**Overview:**

We will be designing, implementing, and testing baker’s dozen solitaire.

The game will be entirely graphical and played on a GUI.

The interface will consist of 2 parts:

Options panel:

Will consist of a drop down list of function for the game (new game, quit, and possibly more if time allows us to do so)

Game panel:

Will draw our cards and foundation/tableau slots to the screen and respond to mouse input

**Main features of the game:**

Setting up the game:

Deck will be created on new game and foundation slots filled (4 cards in each of 13 slots) then game will be drawn on screen based on the card arrangement.

Selecting cards:

We want the user to be able to interact with the board easily so selecting cards will be done with mouse input. The game will allow the user to click on top cards of slots – or slots themselves if the slot has no cards in it. Clicking on cards/slots will select the card/slot

Moving cards:

Once two cards have been selected we try to move the first card selected onto the top of the other card/slot selected based on logic within the system (Tableau slots must be in descending order – KQJ10..etc so selected card must be 1 less than top card of stack to be valid) (Foundation slots must be in ascending order and same suit A234(hearts)..) so a 2 of hearts can go on top of an ace but a 2 of spades cannot

Winning the game:

Once all the cards of each suit are in their respective foundation slots the game is over – You win msg displayed

**Goals:**

We ultimately want a complete and working game to present at the end of the summer semester. We want a system that can be changed easily so that if we can get core functionality done with moderate time to spare then we will add more features to it.

Optional Features: Undo Last Move, Update Look and Feel, Restart Game, Add a timer, a move counter, etc.