Overview

Baker's Dozen Solitaire card game will be a game-based application that will interact with the user using friendly GUI. The application will not require the user to create an account, it will be a public application that will run on the active user session. GitHub will be the version control of the application, it will help in the integration of individual code. The application documentation will be placed in GitHub requirements folder structure. The documentation will range from use cases, project requirements, QA testing documentation and application overview to ease the future code changes of the application.

Data type

Temporary Data: Will be comprised of Meta-data that is generated by the application as the user progresses through the game. Such data will include the assignment of card ranks and their suits, this data will be used by the program to keep track of the cards in the board interface. The card meta-data will assist in the logic of the game as certain requirements have to be meet such as the proper grouping of the cards based on their suits. The meta-data will assist by restricting certain user actions that are necessary in the functioning of the game such as low-high card grouping. The board interface will have card placement restrictions based on the card meta-data which will also track the current position of the cards.

Permanent Data: Not an actual requirement, user data will be saved into a file document that will contain user information. The first piece of information will be the user name, this will help identify the top scorers. The second piece is the time it took the specific player to complete the game, the time will be used in order to give user rankings. The document will be placed in the GitHub user information folder, which the user will have access to view. The document will only hold the current 100 top players of the game, the other ranks will not be saved.