Solitaire, but Better

For this project of making solitaire I stuck with the flyweight pattern for the most part to handle things like cards and piles as they have a certain pattern to them with minor variations. This helped out quite a bit in a designing standpoint as it helped me break down what I am really working with and thinking about it with the idea of the flyweight pattern helped a lot even though I don't think I implemented it as well as I would hope. I also made use of common naming conventions, indents and some comments this time to keep my program a bit more organized.

-Discussion feedback

Samuel webster

He helped me look into issues that I would not have noticed even, these were minor things like how the undo button didn't undo the drawing cards from the draw pile. And other weirdness I am not sure I have a fix for or not at this point in the project. But it really helped having another pair of eyes looking out on my code.

I was not able to have anyone else look over my code however I got some of my friends and my mother and sister to playtest (they love solitaire) and I was able to implement some of their inputs like being able to draw from the sorted pile and making the cards bigger for better visibility.

I also took my own advice of having a test win button because my sister quotes "This game is impossible" I am not that great at playing this game but I can see what she meant because I have never beaten my version of the game, I feel like it has to do with how my cards are randomized but I don't think that is a fix I will have the time to do sadly, (project 3 Solitaire but even better??)

-Postmortem

There was quite a bit that was added in this version of the game and I have come to appreciate how much work gets put into a program that is meant to replicate something so seemingly simple like a game of solitaire. I added an undo button, the ability to drag cards from the sorted waste pile and a win screen (I wished I made it better but I didn't have the time to try and animate all the cards). This code still has some issues with drawing the cards from the 3 card

pile every now and then, It has been kinda hard to recreate and I don't really know the source of the issue at the moment but I know for sure that its is my logic of how the pile updates and it draws the next card as well so technically you can see 4 cards. It is some logic and visual update issue that I had a lot of issues trying to fix but I was not able to find a way to fix it in the time being. However, aside from that I feel great being able to make something like this as one of the first things I made in lua while learning about all these patterns for programming and ever workflow.

These are the assets I used for the cards and I used the large cards in the package
https://kenney.nl/assets/playing-cards-pack