

# Recreating Solitaire

## **Group Members:**

Abeer Khan  
Aliza Lakhani  
Neha Valliani

## **Project Description:**

To re-create a solitaire game with a functioning GUI in Python using data structures such as stacks. It will be a single-player game that uses a standard 52-card deck. The aim of the game is to sort the randomized deck of cards into a specific arrangement by moving the cards and placing them in certain positions. The project will require multiple stacks in order to work properly.

## **Project Outcome:**

To be able to re-create a solitaire game in Python efficiently while also being able to grasp a better understanding of Python.

## **Libraries/other resources to be used:**

Resources that will be involved in this project may change as we continue to work on it. Currently, what we think we will be using is:  
PyCharm/Visual Studio  
Tkinter