



# CATGAME.PY

This was an assignment for a Python course in 2023. This assignment was made to show we could use Python to construct a very simple game, based on card organizing game. Then, we had to put a creative spin on it called AssignmentCooler. Here was my assignment submission.

## THE ORIGINAL CATGAME.PY

The original game was a card sorting game.

- You have 4 decks.
  - Deck 0 contained all cards and would only show the first card. Card order is randomized.
  - Decks 1-3 are initially empty. Moves are made to move cards onto these decks.
  - Once Deck 0 is fully empty, it can be used as a normal deck.
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- You have a limited number of moves (so pick wisely!)
  - If moving from Deck 0, you only use the first/shown card.
  - If moving from Deck 1-3, you must move/swap entire decks (except Deck 0).
  - Winning conditions are either if the cards are in fully ascending or fully descending order. This can be only any deck.

## MY CATGAME.PY

The idea behind my AssignmentCooler is that you've just recently adopted a cat. Because cats are picky freeloaders (*can you tell I own a cat?*), they want their food in a specific way and you must arrange it as such. My changes from the original game are:

- A class named 'Cat'
  - The cat object will be assigned a randomized `eating_type`:
    - "simple": Need 1 pile of ascending order.
    - "habitual": Need 2 piles, 1 with evens, 1 with odds.
    - "picky": Need 2 piles, 1 with the first half of cards and vice versa.
- Gameplay is tailored to cat's eating type.
  - You can only win the game if you fulfill the cat's conditions for eating (as explained above).
  - Moves are also tailored to the cat's eating type (ie. if your cat is 'habitual', you cannot make a pile "1, 2, 3"... anymore as the eating type does not approve of this.)
- More aesthetic changes
  - Added headings for each round with padding to distinguish each round.
  - Changed symbols and names of Solitaire rounds to suit cat theme (hearts for the cuteness, bowls instead of piles)
  - Changed ending wording to suit cat theme.

Please excuse the tragic amount of false-if statements.