

Spider Solitaire

Game Overview

Game Name: Spider Solitaire (Clone)

Engine: raylib

Language: C++

Platform: Desktop

Description:

Spider Solitaire is a single-player card game where the player arranges cards in descending order from King to Ace in the same suit to remove them from the board.

Goal:

Complete 8 full sequences from King to Ace to win the game.

Core Mechanics

- Player can drag and drop cards.
- Cards must be arranged in descending order.
- Only same-suit sequences can be completed.
- Completed sequences are removed automatically.
- Player can draw new cards from stock.

Controls

Mouse Controls:

Left Click:

- Select card or stack

- Drag stack

Release:

- Drop stack if move is valid

Right Click:

(Optional: undo feature)

Keyboard:

R → Restart game

ESC → Pause / Exit

Game States

State	Description
MENU	Start screen
PLAYING	Game running
PAUSED	Game paused
WIN	Player wins
GAME_OVER	No more moves

Difficulty System

Easy → 1 Suit

Medium → 2 Suits

Hard → 4 Suits

Deck generation depends on difficulty.

Card Rules

Valid Move Rules:

- Cards must be in descending order.
- Any card can be moved to an empty column.
- Stack can be moved only if it is a valid descending sequence.

- Sequence removed when:
 - King to Ace
 - Same suit

Class Planning Section

Main Classes:

Card

Deck

TableauColumn

Stock

Game

InputHandler

Renderer

Folder Structure

```
/src
main.cpp
Game.cpp
Card.cpp
Deck.cpp
InputHandler.cpp
/include
/assets
```