USER MANUAL

Solitaire in Command Prompt
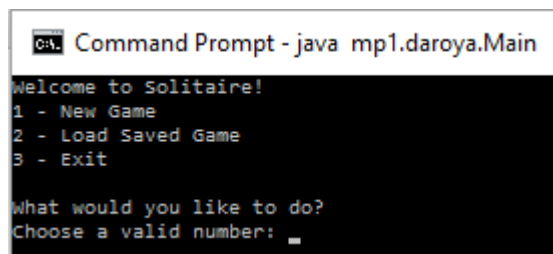
Version 1.0

28 March 2015

I.   Program Overview

The following program is a text-based Solitaire card game that is played on the command line. As in the actual game, the program allows basic functions such as the dealing, shuffling, selecting, and moving of cards. It also includes other functions such as save/load of game states and an input validating feature. The program also recognizes when the user has won, and can terminate whenever the user wants.

II.   Gameplay

▪   Start Screen

The program begins in start screen asking for user input as shown below:

The user must **input a number** that corresponds to his/her choice.

The options and their equivalent occurrences are as follows:

1. **New Game** – Starts a new game of Solitaire
2. **Load Saved Game** – Allows user to play a previously saved game state
3. **Exit** – Terminates the program

▪   In Game

When the game starts, it displays several **sections** namely: the **Foundations**, the **Tableau** and corresponding 7 **Piles**, the **Drawn Cards,** and the currently **Selected Cards** in a **vertical fashion**.

Along with that, it also displays the **Game Menu** to remind the user of the moves.

(See Next Page for Image)

Command Prompt - java mp1.daroya.Main

```
<< FOUNDATIONS >>

Foundation #1:
Empty

Foundation #2:
Empty

Foundation #3:
Empty

Foundation #4:
Empty

<< TABLEAU >>
Pile #1:
1 of HEARTS

Pile #2:
Unknown Card
4 of HEARTS

Pile #3:
Unknown Card
Unknown Card
7 of DIAMONDS

Pile #4:
Unknown Card
Unknown Card
Unknown Card
13 of HEARTS

Pile #5:
Unknown Card
Unknown Card
Unknown Card
Unknown Card
13 of CLUBS

Pile #6:
Unknown Card
Unknown Card
Unknown Card
Unknown Card
Unknown Card
12 of DIAMONDS

Pile #7:
Unknown Card
Unknown Card
Unknown Card
Unknown Card
Unknown Card
Unknown Card
6 of SPADES

<< DRAWN CARDS >>
Empty


SELECTED CARD/S: None

<< Game Menu >>

1 - Re-deal cards
2 - Draw 3s from deck
3 - Select card/s
4 - Move card/s
5 - Save Game
6 - Quit Game
What do you like to do?

Please choose a valid number: _
```

- Reviewing the "Sections"

i.   Foundations

The **Foundations** is the section where the cards are built from ACE up to the KING.

Each foundation displays the topmost card in the stack. If foundation is empty, it displays "Empty".
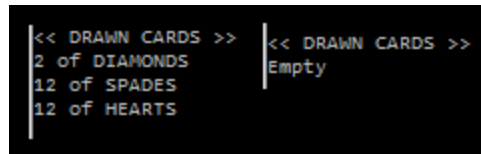
ii.   Tableau

The **Tableau** is the section where cards are built from **Highest to the lowest ranks** and with different colored suits.

In each pile, the cards **printed at the bottom** are the **topmost** available cards. For instance, a valid move in the picture is Pile #4's 12 of Diamonds to Pile #5's 13 of Clubs.
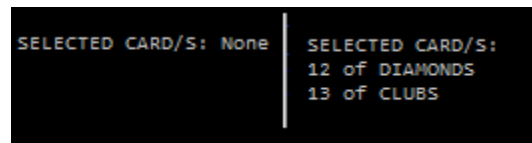
iii.   Drawn Cards

```
<< DRAWN CARDS >>   << DRAWN CARDS >>
2 of DIAMONDS       Empty
12 of SPADES
12 of HEARTS
```

The **Drawn Cards** is the section that displays the **cards drawn by 3s** from the stockpile. It is otherwise known as the talon.

The **card printed at the bottom** (in this case 12 of Hearts) **is the topmost** card that is available for the user
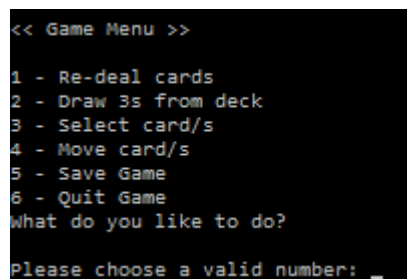
iv.   Selected Cards

```
SELECTED CARD/S: None   SELECTED CARD/S:
                        12 of DIAMONDS
                        13 of CLUBS
```

The **Selected Cards** is the section that displays the card/s currently selected by the user. While selected, the chosen cards are **temporarily removed from their original locations** and can only be seen in this section.

In a case where several cards are selected, the **card printed at the bottom is considered the topmost**. Therefore, in this case, 13 of clubs is the basis for the validity of a move.

- The In-Game Menu

```
<< Game Menu >>

1 - Re-deal cards
2 - Draw 3s from deck
3 - Select card/s
4 - Move card/s
5 - Save Game
6 - Quit Game
What do you like to do?

Please choose a valid number: _
```

During the game, the user must **input a number** that corresponds to his/her choice.

The options and their equivalent occurrences are as follows:

1. **Re-deal Cards** – Allows user to re-shuffle the cards and re-dealt to the game area.
2. **Draw 3s from deck** – gets 3 cards from the deck and place in the talon
3. **Select Card/s** – Allows user to select card from the game area
4. **Move Card/s** – Allows user to move cards within the game area
5. **Save Game** – Saves the current game state to a text file
6. **Quit Game** – Allows user to end the game and go back to start screen

▪ How The Game Ends

```
Foundation #1:
13 of CLUBS

Foundation #2:
13 of DIAMONDS

Foundation #3:
12 of HEARTS

Foundation #4:
13 of SPADES

<< TABLEAU >>
Pile #1:
13 of HEARTS
```

The game ends when the foundations are completed. The program displays a congratulations message when the user completes the game.

```
Command Prompt - java  mp1.daroya.Main
Congratulations!

You won! Here's a Heart of Diamonds for u: <3 of <>

Enter any character to move on:
```

Aside from winning the game, the user can navigate his/her way back to the start screen and terminate the program by pressing "3".

```
Command Prompt
Welcome to Solitaire!
1 - New Game
2 - Load Saved Game
3 - Exit

What would you like to do?
Choose a valid number: 3
Bye Bye!

C:\Users\DaroyaToshiba-PC\Desktop\solitaire>
```

Now, go. Play the game and see it yourself ☺