P1BG - Project Planning Worksheet

For this project, the client has asked your team to make a web game for one of its divisions. You need to plan some basic aspects of the game, which you will also copy/reproduce on the professionally written README.md file required for MVP.

Two Options:

1. Make sure to copy the GDocs template below, fill it out, copy a shared link with editor permissions, and paste it in a Canvas email to either Chris or the Associate Instructor.

<div align="center">OR</div>

2. If you are comfortable enough with using .git and GitHub, use this template for the README.md in your own git repo for the course, fill out the categories shown below in the README.md, and push the updated README.md to GitHub.

   Using this template for the README.md file will be required by the end of the course in any case, but it's something that doesn't need to be finalized until the course ends.

3. Finally, make sure the link to the repo is added to this document:
   📊 P1BG - NORCS-12 - Milestone 1 Project - Repos/Deployed Sites

GDocs Template:

Title of Project
Solitaire

Description

 (Replace this text with a brief description of your game and what inspired you to make it.)
I grew up playing solitaire cause I had no friends to play cards with, I'd love to immortalize this game out of respect to myself and the tradition of cards

Game Logic

The writing here should describe in plain, simple language the logic of the game:

1. Describe the logic involved in player decisions.

- What are the choices available to the player? What cards to pick using logic to avoid getting stuck in game ending situations, making decisions to keep options open
- What happens when the player makes a choice?
The order of cards gets altered and they get closer to winning or losing the game.

2. Describe the logic that evaluates the player's victory/loss/progress status.
If all of the cards are stacked in order on their designated suit then the player
_____
Wins the game. If there are no more options left with the cards usable at the time
_____
Then the player loses.
_____

_____

_____