# Spider Solitaire
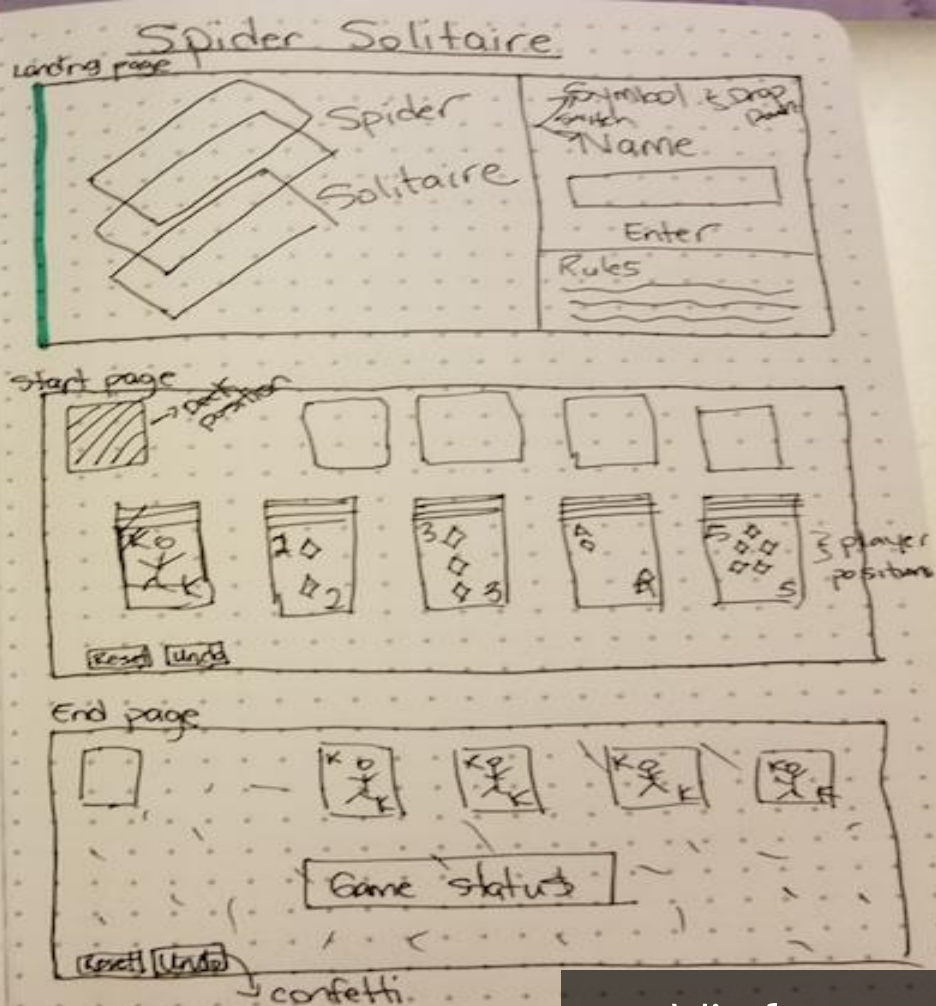
Genaya James

- Click Enter → start
  ↳ Leads to play page

- When start page loads cards animate to their board positions.

- When deck is clicked (upper left corner)
  - If all board positions are not empty, a new card is distributed to a new slot.
  - If not, on a pop up box will appear to inform the user.

- Cards are lined up from K → A. Once that happens the cards from K → A animate to the top right corner.

- Once game is finished (i.e. all cards are at the upper right corner or there are no more possible moves, the end page appears with a game status of whether you won or lost. Confetti comes down from the top of the page.



Spider Solitaire

Landing page

Spider Solitaire
Symbol & Drop Switch
Name
Enter
Rules

start page

deck position

3 player position

Reset  Undo

End page

Game status

Reset  Undo

confetti

## Name

## Suit

- ♦ Diamond
- ♥ Heart
- ♣ Clover
- ♠ Spade

Enter

## About

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You have 8 minutes to get 5 sequences of cards that have a set of K to A. Click on the card you want to move first, and then click on a card that has a value above the previous card. If you run out of moves you can click on the deck in the upper left corner to distribute more cards to the playing field, or you can press the undo button to find another way to get a sequence.

# SPIDER SOLITAIRE

Landing View

# Landing View

After filling in the form by typing in your name and choosing your preferred card suit, you press the Enter button.

That leads the user to the game page.

**Pause**    **Reset**    **Undo**

# Rules

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1. You have 8 minutes to get 5 sequences of cards that have a set of K to A.

2. Click on the card you want to move first, and then click on a card that is a value above the previous card.

3. You can move more than one card to another slot, as long as the cards are lined up in order from the greatest value to the least value.
   **i.e, K -> Q -> J**

4. If you run out of moves you can click on the deck in the upper left corner to distribute more cards to the playing field.

5. The Undo button is your best friend in this game. Use it as many times as you want.

7    5    2    A    5    Q    9

Game View

## Pause / Play Button

- Pauses the game.

- Resumes game play

## Reset Button

- Resets the game

## Undo Button

- Undoes one move at a time from the end.

- You can undo all moves from the beginning of the game.

## Winning

Get 5 sequences of cards from K to A in that order in less than 8 minutes.

Confetti comes on the screen when player wins.

1 star - < 1800 points
2 stars - < 4000 points
3 stars - >= 4000 points

## Losing

Timer runs out before you get all 5 sets.

No confetti or stars for the player.

```
let moveHistory = [];

class Moves {
  constructor(element, lastPlace, hideLC, hide) {
    this.element = element;
    this.lastPlace = lastPlace;
    this.hideLastCard = hideLC;
    this.hide = hide;
  }
  addToArray() {
    moveHistory.push(this);
  }
}

function addToMoveArray(arr1, arr2, hlc, hde) {
  const moves = new Moves(arr1, arr2, hlc, hde);
  moves.addToArray();
}
```

- The Moves class was created to keep track of all moves made in the game.

- Every move is then added to the moveHistory array.

- element refers to the card or the group of cards that has moved from one slot to another.

- lastPlace is the last place the element was located in.

- hideLastCard is a boolean that is declared true if the card before the element was a hidden card.

- hide refers to whether the card was hidden before being moved.