

CS130 Assignment – Solitaire

Added functionalities:

- ☐ ANSI colors/gradients

ANSI colors/gradients and functionalities:

Note: For best testing, please use command prompt or some form of a command prompt where true color is enabled to experience the full effect of these colors.

- ☐ Works in true color terminals (terminals with >1 million colors)
- ☐ Works in 256 color terminals (some older versions of terminal on MacOS and other forms of command prompts/terminals)
- ☐ Works in terminals without color support.

True color terminal:

```
***** NEW GAME *****
0: 3 * *
1:
2:
Round 1 out of 6: Move from pile no.: █
```

256 color terminals:

```
***** NEW GAME *****
0: 3 * *
1:
2:
Round 1 out of 6: : Move from pile no.: █
```

Terminal without color support:

```
***** NEW GAME *****
0: 3 * *
1:
2:
Round 1 out of 6: : Move from pile no.: █
```

Code changes:

The main changes taken to create AssCool.py is the new class, AsCool, where the majority of the code difference is. There are subtle changes to the Solitaire.play method to change how the banners are printed.

Sources and credits:

The color fade transitions are all based off from my gradient tool that I made a while ago(the source is not open source) as a side project.

The hex colors used are just chosen as to whatever looks aesthetically pleasing.

Research was taken place as to see how to check if a terminal had specific colors enabled(through python docs).