

Status Summary:

- Kevin Busch and Micahel Inouye
- We are making a solitaire platform, we plan to include klondike solitaire and spider solitaire:
 - Kevin: Formatting, building base of the platform that cards and gameplay are run on, making sure the cards presented in the right way, card creation logic.
 - Michael : Logic for making sure the rules were followed, planning usage of design patterns, general code implementation and cleaning.
- Our issues were mostly around using unity and setting up the work flow in a way we could work together well, as well as a feeling of doing less actual coding due to the nature of unity as a game engine. This led us to pivot and change our project to making solitaire, and using the arcade python library as our main development medium.
- We haven't implemented any of our design patterns yet, as we were working on the base functionality and platform first, but we have plans for implementing an Observer for things such as keeping track of score and when the game is over, State pattern for implementing the rules, Filter Pattern for checking if the user makes a valid move, Command pattern for user functionality features and undo, as well as a Memento for undo functionality. We have loose plans for other design patterns such as a singleton to keep track of things like cards in the deck or cards in the hand, or an Abstract factory to create each board for the different game modes as well as the decks. However, these ideas are more loose and have not been confirmed to be added.

Plan for next iteration:

The plan as of right now is to add undo functionality, so the player doesn't get locked into a loss, a few basic keyboard shortcuts, a spider solitaire game mode with multiple difficulties (1 suit, 2 suit, 4 suit) and if we have time we might add another game mode such as Freecell.

Alternatively, we might focus on adding a scoreboard and score system, as well as a timer.

Additionally, we are going to implement all of our design patterns in the code. This is our working plan to be finished by 4/27

