Requirements for Baker’s Dozen Solitaire

By Team 7 aka Team HueHueHue

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Functional Requirements

1. The system shall have a GUI
   1. The system shall have a mouse interface
   2. The GUI shall consist of a background and visual cards.
2. The system shall follow the rules of Baker’s Dozen
   1. The game shall be won when all the cards are moved to the Foundation
      1. Foundation
         1. The game shall have 4 Foundation slots
            1. The slots shall be sorted by suit
            2. The slots shall be built up by rank from Ace to King
      2. Tableau
         1. The game shall have 13 Tableau slots
            1. The slots shall be build down by rank
            2. The slots shall have a movable top card
            3. The slots shall not be filled once emptied
            4. The slots shall have Kings placed at bottom upon dealing

The slots shall have only 1 King per tableau

1. The system shall have an undo feature
2. The system shall have an autoplay feature
   1. The system shall automatically move cards to the Foundation when possible
3. The system shall have an exit feature

Non-Functional Requirements

1. The system shall load in under a minute
2. The system shall have a menu feature
   1. The system shall be able to toggle the autoplay option
   2. The system shall have an undo button
3. The system shall have cards flip onto the board