***Baker’s Dozen Solitaire***

Intro to Software Engineering | Southern Polytechnic State University

Team: HueHueHueHue

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2013

**Baker’s Dozen Solitaire**

This report is provided for information regarding a Baker’s Dozen Solitaire Game developed by Team HueHueHueHue.

Table of Contents

[Scope 3](#_Toc367227692)

[Project Objective: 3](#_Toc367227693)

[In-Scope: 3](#_Toc367227694)

[Out-of-Scope: 3](#_Toc367227695)

[Detailed Project Description 4](#_Toc367227696)

[Project Team Organization 5](#_Toc367227697)

[Roles and Responsibilities: 5](#_Toc367227698)

[Resumes of Key Personnel 6](#_Toc367227699)

[Kyle Betchel: 6](#_Toc367227700)

[Dhruval Darji: 7](#_Toc367227701)

[Han Htet: 8](#_Toc367227702)

[Marie Ibrahim: 9](#_Toc367227703)

[Manuel Ruiz: 10](#_Toc367227705)

# Scope

### Project Objective:

The goal of this project is to provide users with a basic, functioning game of Baker’s Dozen Solitaire. Users will be able to fully enjoy the game utilizing only input from a mouse.

### In-Scope:

The following deliverables/capabilities comprise the scope of the Bakers Dozen Solitaire:

* Intuitive and easy to use GUI
* Gaming board will consist of a standard 52 card deck, which is randomly shuffled
* Logic that is consistent with Bakers Dozen Solitaire rules
* Desktop application containing the game

### Out-of-Scope:

This section lists the items that are known to be out of scope for the initial phase of the Bakers Dozen Solitaire.

* Ability to change to different version of solitaire
* Ability to save high score
* Recording duration of a game
* Other methods of input (keyboard, touchscreen)

# Detailed Project Description

The Rules of Baker's Dozen Solitaire

* All cards will be dealt face up and form 13 columns with 4 cards each
* There should be 4 kings at the bottom of each column.
* Only cards which are completely uncovered may be played on a foundation.
* There are 4 empty card spots to the side; this is the location of the foundation cards
* Cards must be placed into the foundation spot and must be the corresponding suit and be one value higher than the previous foundation card.
* In order to find the next foundation card, players must manipulate the cards in the 13 columns.

Card suit does not matter in the columns; they simply need to be one number lower than the card on which they are being placed.

*E.g. A 3 of hearts can be placed over a 4 of clubs or spades, etc.*

* Player wins when all cards are placed in correct order in the foundation slots.

# Project Team Organization

### Roles and Responsibilities:

|  |  |  |  |
| --- | --- | --- | --- |
|  | Roles | Responsibilities | Resource(Name) |
|  | Programming Lead | Ensures that the code of the whole application works properly; allocates portions of code accordingly. | Druval Darji |
|  | Programmer: Main/Classes | Creates and maintains the main logic and subsequent classes function properly; back end development | Marie Ibrahim, Manuel Ruiz |
|  | Programmer: GUI | Designs an intuitive and responsive GUI; front end development | Kyle Bechtel,  Druval Darji, |
|  | Programmer: Test Writer | Creates test cases and examines for bugs/glitches in code or logic | Kyle Bechtel, Han Htet |
|  | Technical Writer | Documents process of coding and creates instructions for user | Han Htet,  Marie Ibrahim, Manuel Ruiz |
|  | Technical Analyst | ?? | Marie Ibrahim |
|  | Requirements Analyst | Gather, analyze, document, and validate needs of user | Han Htet |

# Resumes of Key Personnel

### Kyle Betchel:

### Dhruval Darji:

### 

### Han Htet:



### Marie Ibrahim:

### 

### Manuel Ruiz:

