# Solitaire Game

Solitaire is a one-player game that can be played on a computer or You only need a standard deck of 52 cards to play, often a great game to play when traveling alone. The objective of the game Solitaire is to create four piles of cards – one per suit – in ascending order (beginning with Ace and ending with king). However, one variation of this game is Klondike Solitaire, the goal of Klondike Solitaire is to create stacks of cards from low-to-high in each of the four suits with each pile containing only one suit.

This variation will be the one adopted in the proposed game, but the final game must subject to minor changes. Making the proposed game a two-player game would be wonderful, this type of variation is known as Double solitaire, another adjustment the game might undergo is to make the computer play the game itself. Moreover, this are just further requirements that we would like the game to have but it is significant to know that this is just extra steps we would like to do as a challenge. The proposed game is initially Klondike Solitaire but Double solitaire is one of the challenges we have set for ourselves.

The history of Solitaire dates back to the mid-18th century. Internationally, the game of solitaire has many names. It is often called "Patience," especially in Britain. In France, the game is sometimes called "Success" (reussite). Other languages, such as Danish, Norwegian and Polish often use the word "Kabal" or "Kabala" (secret knowledge) to describe these games. This goes back to the early origins of solitaire where the outcome of a game may have been thought to be a type of fortune telling. Solitaire made it earliest appearance in writing in about 1783 where it is described in a German book of games. It was described as a competitive card game where players would take turns or play with separate decks of cards. It wasn't until the second half of the 20th century that most modern forms of patience games began to take shape. In the 1980s, personal computers made solitaire more popular than ever. Since players don't need to shuffle and deal the cards for each and every hand, game play has become more enjoyable. There are more than 100 distinctly individual solitaire games, with that number reaching more than 1,000 when you consider minor variations.

The SDLC we used was the agile method in which the group members met frequently to discuss requirement needed by short term deadlines to assess the progress of work. This development method best suited our needs because it very dynamic and flexible to accommodate the tight schedule between other class work but also affords us the advantage of knowing the rate of progress with the project. Very little planning was need initially , all that was decided where the classes that had to be perform with a rough idea of the methods that went with them and who would do which classes.

The aim of this version of Solitaire is to have one foundation pile, in which must contain a any suit of consecutively ranked card(from ACE to JACK), however the rules for solitaire still hold which means one can only move a card of a different coloured suit and a lower interceding low rank of cards.

This project aims to implement a card game in Java with the following milestones: The first is to code a data structure (an array) that can contain a standard deck of 52 card. The next milestone would be writing a shuffling code. There after we have to write the code that will run the game. Initially solitaire is a one-player game. An easy to use Graphical depiction on the command prompt will be implemented to improve the attractiveness of this game, without hampering players. Finally, this work will be presented for assessment in the form of a **GitHub** code and **Project Document** which will include the revision and extension of this proposal.

The predicted timeline

1. A data structure that will contain a standard deck of cards has already been created.

2. Writing the shuffling code (02/09/2019 – 07/09/2019)

3. Writing the code that will run the game (09/09/2019 – 21/09/2019)

4. Adding proposed features like number of players, computer user, scoreboard, time (22/09/2019 – 27/09/2019)

5. working on GUI (30/09/2019 – 15/10/2019)

6. presenting the assessment in the form of a GitHub code and project document(16/09/2019-18/10/2019)

# References

*Just solitaire*. (2019, August 26). Retrieved from Justsolitaire.com: https://justsolitaire.com/history.html

Parlett, D. (1991). *A History of Card Games.*

*The spruce crafts*. (2019, August 28). Retrieved from thesprucecrafts.com: https://www.thesprucecrafts.com/klondike-solitaire-card-game-rules-412473