

PyCards : Problem Statement

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Table 1: Revision History

Date	Developer(s)	Change
Sep 23, 2016	Aravi Premachandran, Michael Lee, Nikhil Patel	Initial Revision
Sep 30, 2016	Nikhil Patel	Added revision table

1 Introduction

A common problem that plagues many people is the need to pass time, especially when lacking internet access. Card and puzzle games such as FreeCell, Hearts, and Solitaire are designed to meet this need and are traditionally bundled with other software such as operating systems. However, those versions usually offer limited choice in games and in some cases have or may become populated with ads and obscure functionality. As such there is a need for open-source software products that offer a variety of solitaire games within a single standalone application.

2 Objective

There are numerous applications that exist to meet a similar need, but one of the most distinguishing characteristics of PySol is the vast variety of distinct solitaire games offered. This is significant because the average user is likely to get bored if limited to only a single or a few games all with similar mechanics. There is a need for an application that offers a large variety of solitaire games and provides a diversified, engaging and entertaining experience.

3 Context

The stakeholders for this project would include computer game players of all ages. Children and young adults are likely to be the dominant demographic.

The software is an open-source desktop application developed purely in Python. It is compatible with Windows operating systems and Unix-based operating systems such as Mac OSX. The software is intended to be used on any typical laptop or desktop computer. The software lacks documentation and as such the scope of this program will be to re-implement the existing software and create and provide formal documentation.