Py-Solitaire

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Front-end

- Tkinter
  - Simple, ‘easy’ to use
  - Not very deep (limited)
- Other considerations:
  - Pyglet
  - Pygame
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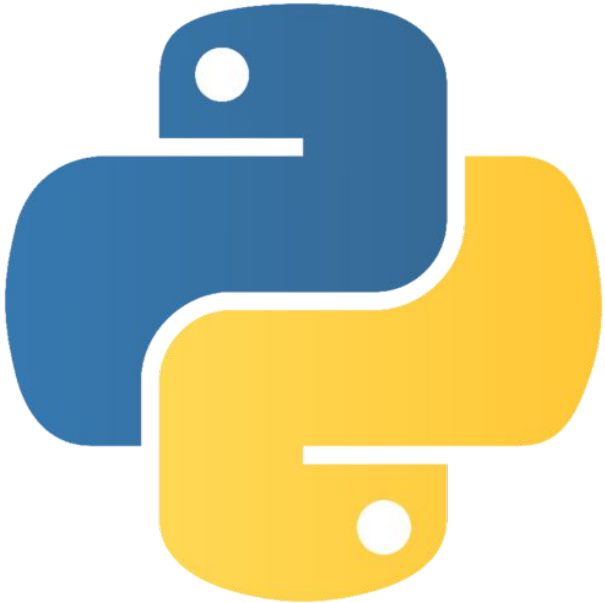

Front-end (continued)

- In order to implement a user interface, the following were created:
  - Function to move cards
  - Cards/piles were represented as buttons, with their own functions to control what would happen when each card was clicked
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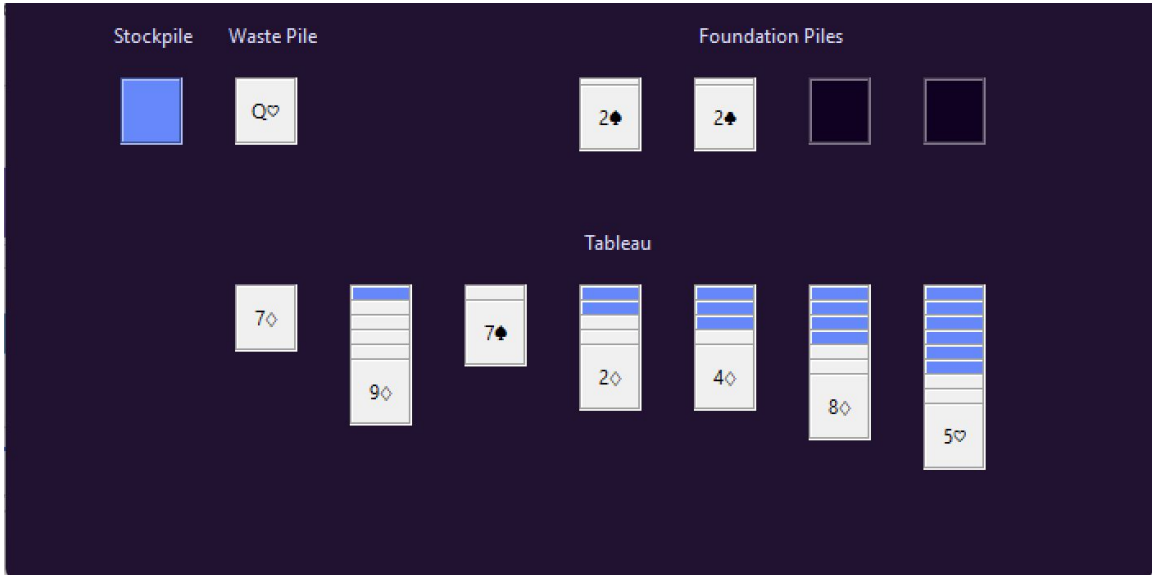

Front-end limitations

Features not implemented:

- Dragging and dropping cards
- Updating the score/timer/moves
- Prompting the user when the game is finished

Features that could be improved:

- Some messages are printed to console rather than shown on the window
- Card size makes it difficult to see what card is underneath

Back-end

- The fundamentals for running the solitaire game are fully functional including a representation for Cards and Stacks of cards in the game.
- Cards store data about their identity (Suit and Value), their state (facing up or down), their position in the play area, and methods for changing their state or position and returning their value.
- Stacks store a list of cards, rules for which cards can be added to them, position deltas for consecutive cards in the stack, as well as helpful methods for setting card positions, shuffling, and managing the list of cards.

Back-end (continued)

- Solitaire rules are defined and assigned to Solitaire stacks following the rules of the game.

Thank you