

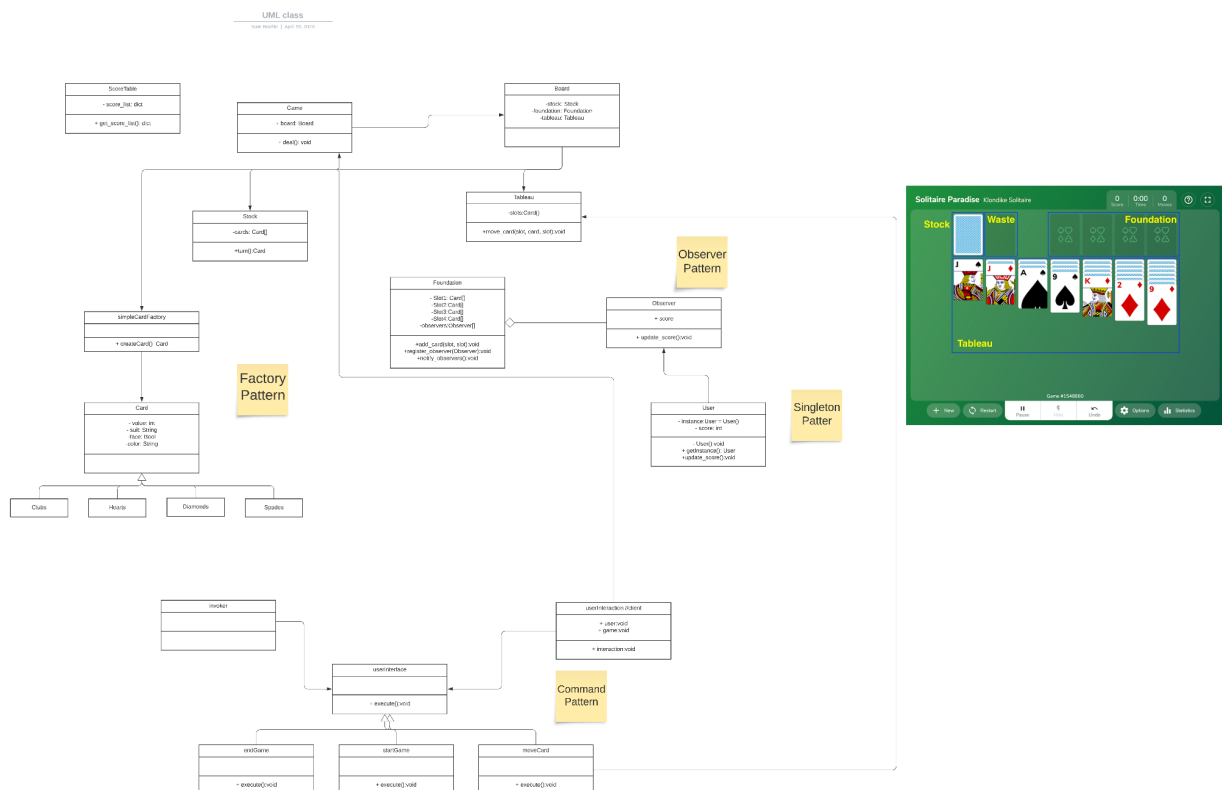
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Solitaire Game

Work Done: We have completed our whole UML diagram except for the command pattern. Sam completed the classes that represent the board. Nirmal completed the factory pattern for cards and the observer pattern.

Changes: We only have a couple small changes so far. We are choosing to include the color of the card in the Card class. We have also changed the observer pattern to not be an interface since we are writing this in Python.

Patterns: We have a factory pattern implemented for created playing cards. We have the observer pattern implemented to keep track of the score of the game. We have the singleton pattern to make sure there is only one user class. We just have to implement the command pattern to interact with the user.



Plan going forward: We will first implement the command pattern. Then after that we want to start working on the front end. We are using PyGame so we need to learn how to use that to set up our front end and interact with our backend logic.