***Table of Authorship:***

**Michael:**

* Readme & Message boxes in game (for displaying instructions & how to play)
* Created the sprites for: Card\_back, card\_mask, ace slot sprites, deck refresh sprite & empty slot sprites.
* Created Menu for the game (quit, new game, about, how to play).

**Alex:**

* Created the sprites for the actual cards.
* Created the basic game setup (before we started properly coding the game).

This included: Game, sprite, backbuffer, clock & level classes.

* Created the first setup / layout of the game using the card sprites made.

**Alex & Michael (EXTREME programming – done together):**

* Created the Level class, added all required functions (reset highlights, mouse click, set / get mouse position, check for valid move, process, etc).
* Created a class for “card” (has Booleans for: bFlipped, bHighlighted, bRed. Also has an integer for card number).
* Changed the layout, added several features (card slots, ace slots, deck pile etc).
* Added win conditions
* Added timing system and “number of moves” to the game. These are displayed when the game is finished.

***Conclusion:***

Creating Solitaire was much easier than we had initially thought it would be. We chose to work together as we work well together and our Space Invaders assignments were similar. We thought, as we only had a week to complete Solitaire, that it would be much easier if we worked as a pair. I created the base classes and basic card sprites on 12th September. Initially we discussed making the game via console (text based), but I decided it would be worthwhile, and we had enough time, to make it using WIN32. On 13th September we sat down and coded the entire game in 7 hours. It turned out to be much easier than we expected, especially with 2 minds working on one computer (EXTREME programming). It gave us the ability to solve problems quickly and think through logic easily.

We met up in the holidays (18th September) to polish off the game. We added a win condition and a score system (number of moves) including a timer. We also made the rules and “how to play” better. Finishing our game this quickly made it easy for us to concentrate on our other assignments. We have found that working in a pair (with similarly thinking minds), makes it easy to finish difficult work easily!