

DAT530

Discrete Simulation and Performance Analysis

Final Project

Solitaire game strategy

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Abstract. SKRIV DETTE TIL SLUTT!

1 Introduction

This project aims to study the popular card game, Solitaire[Site]. Solitaire is bundled with most Windows[Site] installations, as well as being available for free on several sources. It is also easy to play the game with a physical card deck. A detailed explanation of the games rules can be found in the next chapter, Solitaire Rules[REF]

Since the game utilizes all 52 cards of the deck, the number of possible initial game states is $52!$, which is a very high number. A large number of these initial game states can be merged, as they offer no difference in the difficulty to solve. Some of these initial states are unsolvable, but even given a solvable game state, one often find oneself in an unsolvable game state, due to certain actions in the game are non-reversible. There has been attempts to find the distribution of solvable and unsolvable initial game states [ref]. This is roughly 75 percent are solvable, however the study also shows that only 35 percent of the games are won by an experienced player.

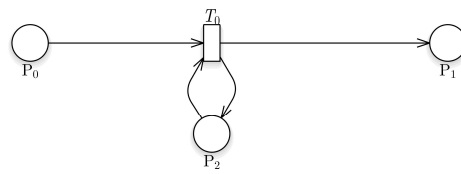
This project contains a complete model of the game, a GUI to play the game, and a basic bot to simulate user actions.

1.1 Solitaire Rules

Finite State Machine ?

2 Method and Design

2.1 Overall Design



2.2 Draw Pile Module

2.3 Foundation Pile Module

2.4 Tableau Pile Module

2.5 Module Connector Module

2.6 Player Module

2.7 Player Bot Module

3 Implementation

3.1 Algorithms

Atomicity In order to preventdd

3.2 Initial Dealing

3.3 Resources

3.4 Moving Multiple Cards

```
def mapper_from_to(self, key, email):
    if 'to' in email.keys() and 'from' in email.keys() and 'body_count' in email.key
```

4 Testing, Analysis and Results

4.1 Algorithms

Atomicity In order to preventdd

4.2 Initial Dealing

4.3 Resources

4.4 Moving Multiple Cards

5 Discussion

References

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