Joseph Wilcken
WDD 330
Challenge 2 Proposal
6/19/2021

Purpose

Create a card game app with established game mode functionality such as standard Solitaire, as well as a free-play game mode for non-restrictive gameplay. The app should have expandability for future game modes to be added via modules.

Audience

All individuals who can use a computer to play card games.

Data sources

External API

Drag and Drop API to allow more fluid desktop movement and placement of cards.

localStorage

Counter of times played for each game mode.

Counter of wins earned.

local JSON file.

The deck object contained in a local JSON file.

Initial Module list

script.js – Main Module for starting the program, calling the specified game-rule modules, and other minor functions.

deck.js – Module for generating, shuffling, and other functions for the deck.

move.js – Module establishing basic card movement and placement through click events for all views and the drag and drop API for Desktop.

solitare.js – Module containing the rules and limits for a standard solitaire game. Should prevent illegal game actions.
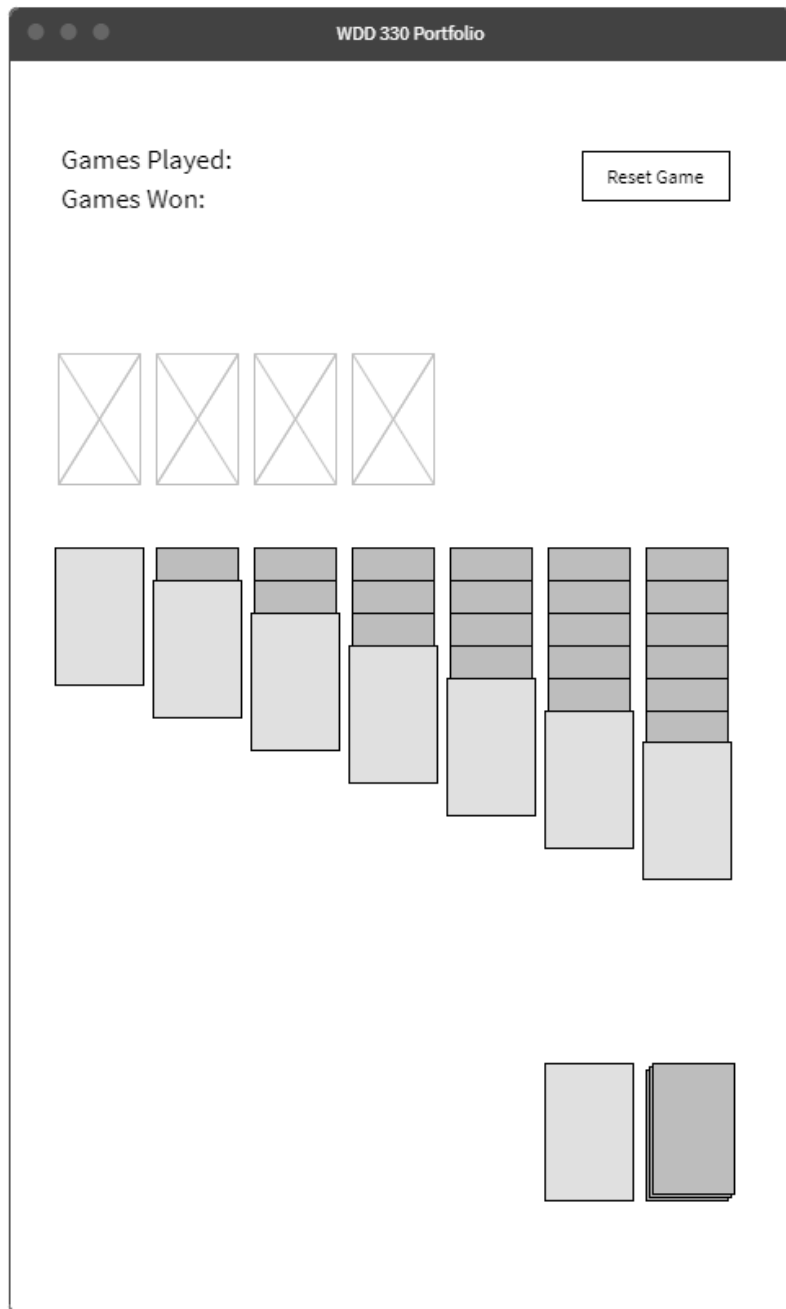
score.js – Module for reading and writing the score counters to localStorage.

animate.css – CSS file for deck animations: Card flips, shuffle, Card movement, etc.
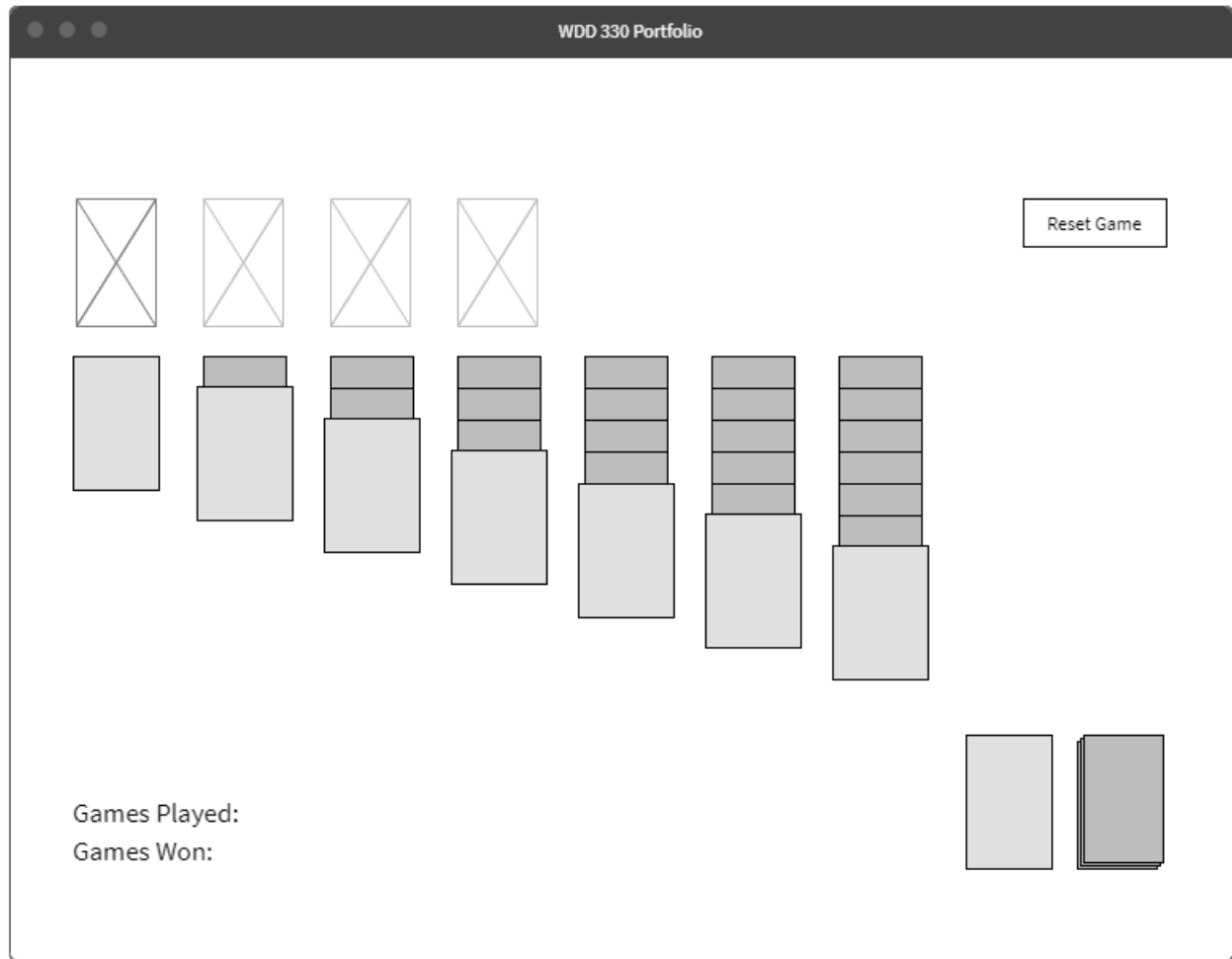
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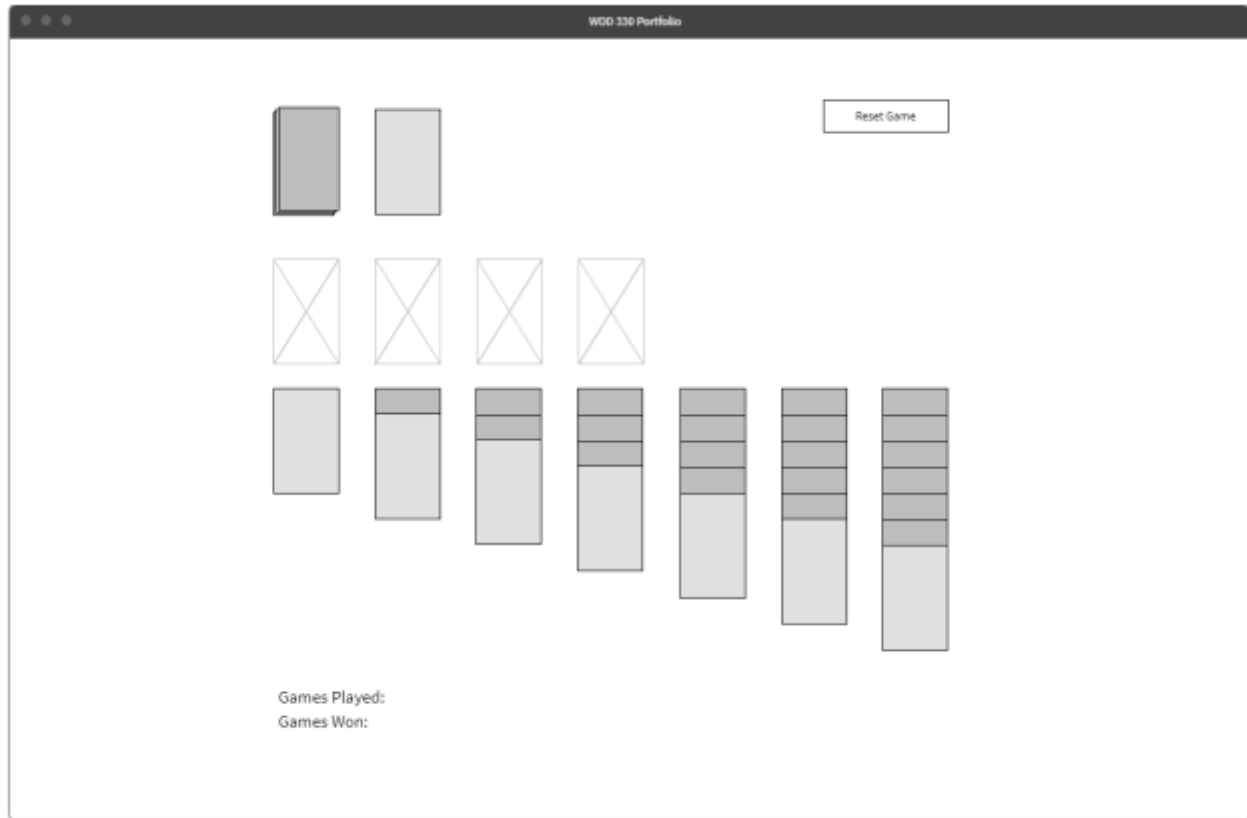
Wireframes for each view of your application

Small: 320px – 480px

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Medium: 481px – 768px

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Large: 769px +

Colors/Typography/specific Element styling

Multiple options of pre-established card background images that will be designed at a later time.

Card face will be standard white/off-white background with Black or Red font for card values.

App will work within a host-website, and therefore inherit the website's color scheme and typography of the hosting website.

Schedule of mile markers

Week 10 – Deck JSON and HTML elements created to hold the cards. Basic CSS for webpage created.

Week 11 – Script and Deck modules created and working. CSS for card design finalized.

Week 12 – Move module and Animate CSS file created and working.

Week 13 – Solitaire and Score modules created and working.

Week 14 – Finalize and Submit