ICS4U **Java Level 4 Final Project**

Create a Java applet called **AppletFinal.java** that will allow the user to play a solitaire card game. Use the card deck that you created in Assignment 4 and include as many applet features as you can. Begin by laying out the game screen in the area below. Indicate all of the panels, layouts and components that you intend to use. Given the limited time that is available, you may want to choose a simple game having only a few decks and simple rules.

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| Screen layout |
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Game Play Description:

You start with a pyramid of cards, with 7 rows increasing by 1 card for every row. There is a temporary card storage slot, 3 piles of cards that you may use to form pairs (you can refill the pile). The objective of the game is to eliminate all of the cards in the pyramid by forming pairs of cards that add up to 13. Aces count as 1, Jacks count as 11 and Queens count as 12. Kings count as 13 and can be removed at any time by simply clicking on them. All other cards are at their face value. You may only move and match the cards that are not covered by other cards.