Victor’s Work log

Version 1/8 {

constructing key classes and their methods for full function

like Card, Deck and the driver for the game.

Constructing the variables for all the classes, and setting up methods for later use.

TODO:

set up all the stacks for the cards

}

Version 2/8 {

Added menu screen

tweaked some logic

loaded card images into game (in proper pile order)

TODO:

fix up card stack logic (make cards down except the front ones)

make pickup and waste piles visible and function

}

Version 3/8{

make sure card that aren't the front card are flipped.

Made pickup and waste deck visible.

TODO:

make secondary piles visible

start mouse related work(maybe)

}

version 4/8{

added all the secondary piles and added outlines to cards.

TODO:

now that all mandatory visuals have been completed, start logic section of game.

}

Version 5/8{

add button listeners

add instructions

TODO: finish up everything from this step

}

Version 6/8{

finished instructions, edited some of the other classes

started working on mouse listeners.

Started adding logic into the game.

TODO:

finish up mouse listeners and logic

}

Version 7/8{

Clean up card click detection

Finished card dropping function

TODO:

Add logic like moving cards to Ace Piles.

Fix up visual aspects like moving card from piles

}