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)

}