Clarification of game setup: Although minor variations in set up and play in the game Canfield are not important for the game logic, we have to be strict about them in our requirements to allow your TA to fairly grade what you hand in.

Specifically, to get full credit for this project, you must follow the order described in the project description for setting up the game board. I have tried to spell out the precise manner of deal and play full in detail below:

- First, deal the reserve, as you would from a physical deck: the top card of the shuffled deck will be the bottom card of the reserve, the next card of the shuffled deck will be the next card of the reserve, etc. Thus, the reserve must be formed from the top 10 cards of the shuffled deck—the 10th card must be the one that is turned up.
- Next, you must deal the four tableau cards, filling spots t1 (tableau position 1) through t4 (tableau position 4), in order; again, deal cards as you would from a physical deck. So the 11th card of the shuffled deck must be dealt to t1, the 12th card to t2, the 13th card to t3, and the 14th card to t4.
- Next, you must deal the next card (15th card of the shuffled deck) to f1 (foundation spot 1).
- Finally, the remaining deck makes up the stock; again, as with a physical deck, the top card of the stock must be the next card that would be dealt. The bottom card of the stock must be the last card that would be dealt.
- When moving cards from the stock to the waste, you must deal the top three cards, as when dealing from a physical stack of cards. This is probably easiest described by example.

Suppose stock has: AH AS AC 2H 2S 2D 2C, all face down, with AH the bottom card and 2C the top card, and suppose the waste is empty.

Then 4 successive “s” moves would result in:

Stock: AH AS AC 2H
Waste: 2C 2D 2S , where all are visible, but only 2S is playable

Stock: AH AS
Waste: 2C 2D 2S 2H AC AD, where only the last 3 are visible, and only AD is playable

Stock: empty
Waste: 2C 2D 2S 2H AC AD AS AH, where last 3 are visible, and only AH is playable

Stock: AH AS AD AC 2H 2S 2D 2C
Waste: empty
Note that the Stock returns to its original configuration after enough “s” moves and the behavior repeats as long as no cards are played from the Waste.

- If you adhere to these conventions your TA can stack the deck in order get a board that permits testing the full specification. If you deviate from them, your TA may miss things that you implemented because of not being able to control the play and get it into a state where that functionality is observable.