COMS 4995 Project Proposal
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   For my final project, I would like to make a text based freecell game and a solver. First, I will create a program that outputs a freecell game, with numbers and letters representing the cards. The algorithm to deal cards will follow that of Microsoft Freecell created by Jim Horne [1]. The solver will then take the input and attempt to solve it. The output of the solver will be either a sequence of actions that it takes to reach the solution or a conclusion that is is impossible to solve. Because the search space for solution could be really large, I believe using parallelism in this case could greatly reduce the time of computation.

Reference:

[1] *Solitaire Laboratory*, http://www.solitairelaboratory.com/mshuffle.txt