HIGHER TECHNICAL INSTITUTE COURSE IN COMPUTER STUDIES

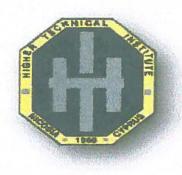
DIPLOMA PROJECT (USER'S MANUAL)

COMPUTERIZED UNO GAME

by

ANDREOU ANDREAS (CS/178)

JUNE 1997



HIGHER TECHNICAL INSTITUTE COMPUTER STUDIES COURSE

Nicosia – CYPRUS

DIPLOMA PROJECT

COMPUTERIZED NETWORK UNO GAME

(User's Manual)



ANDREOU ANDREAS C. Nicosia, JUNE 10, 1997



COMPUTERIZED NETWORK UNO GAME

Project report submitted by: Andreou Andreas Costa

Project supervisor: Mr. Pavlos Panayi

- B.Sc. in Computer Science
- Master in Business Administration with specialization in Information Technology
- Certified Novell Engineer
- Lotus Notes Administrator
- Microsoft Engineer

Project external supervisor: Mr. Lefteris Antoniades

- B.Sc. in Computer Science
- Master in Business Administration

Manager in the LOGOSNET

Type of project: Individual

June 10, 1997

DEDICATED TO MY FAMILY AND ALL MY FRIENDS

I would like to dedicate this project to all the people that said MANY and DID little in their lives and to wish that this project along with all my classmates' projects are not the last ones done by people graduating from the Higher Technical Institute... Is anyone out there hearing... or should I say is anyone out there caring?

Andreas C. Andreou June 1997

TABLE OF CONTENTS

Introduction	1
CHAPTED 1. Installing & Dynamics	2
CHAPTER 1: Installing & Running	<u>2</u>
How to install	
Hot to run the game	4
How to uninstall	5
System Requirements	6
CHAPTER 2: Playing the game	7
UNO Deck	8
UNO Game Ruled & Regulations	11
Starting a game as the dealer	15
Connecting to s game as the player	18
The Game Screen	20
Making a Move	23
Special actions when making a move	25
Using the Chat facility	27
Terminating a game as the dealer	28
Abandon a game as the player	29
Ending of a Hand	31
Ending of a Game	33
Information available to players	35
Using the Help	38
CHAPTER 3: Customizing Network UNO	39
Changing Options	40
Change Scoring Options	41
Change Ending Options	43
Change Computer Players Options	45
Change Wild Cards Usage option	46
Change Card Points	47

INTROBUCTION

The Computerized UNO Game is a game played in a Network environment or in a single PC, following the rules & regulations of the traditional UNO game. UNO is a well-known card game and there is no need for many explanations of the rules, however for those people that have never before played one but would like to play this computerized version in this manual all the rules & regulations of UNO are enclosed. This manual concentrates more in explaining how to use the computer program in order to play UNO. Since this is a Windows application, it is not that difficult to use this program. By reading this manual and after a little practicing you should be ready to play with the game without any problems.

Enough with the introductions, just go through this manual and go to have fun with the Network UNO game. I would like to thank you for using this game and I hope that you will have as much fun playing with it as I had creating it.

Have fun!!!

If you need help or any information for this project contact me at:

Andreas C. Andreou

1 Dimitriou Liberti Street Dromolaxia Larnaca

Tel: 04-422187

Email: asoft@spidernet.com.cy