COMPUTERIZED NETWORK UNO GAME

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Type of project: **Individual**

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INTRODUCTION

In this project I am going to develop a computerized version of the well known - among teenagers and not only - card game, UNO. UNO is a card game played by 2 to 10 people, using a specially designed deck (UNO deck). People of age 7 to adults can play this game and spent their time playing and having fun.

The computerized version of the game I am going to develop will be a system that will run on IBM PC or compatibles running under Windows 95. It will be a network game - that is players will be sited in front of different computers connected in a network. While playing, players will be able to chat as well through a general channel shared by all the players. User Interface friendliness, ease of use, different options of playing the game are some of the characteristics of the system.

The only limitation of the computerized game in comparison with the regular one is that it will allow only up to four players instead of up to 10 that the regular game allows. On the other hand there are advantages of the computerized version over the regular one. First it is much faster, players can play without being in the same room, one single player is able to play having as opponent the computer.

That is some general information about the computerized UNO game. Future improvements may be adding capabilities for more players as well as more options to make the game even more interesting.

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