CSC 478 - Group 2 Scope Statement

Project Members:

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Project Ideas:

UNO in the browser

Command Line Blackjack Game

Tic-Tac-Toe in the browser

Primary project idea:

Browser-based UNO game

Compatibility with all major browsers: Firefox, Chrome, Edge. Since it will be browser based, it should work on all major OS’s.

Game will support 1-3 players and a computer player (All playing locally, no networking based multiplayer).

Game will always include a computer opponent to play against. The game will not include any AI/ML, computer will use basic logic with randomization/prioritization to decide on actions.

The game will be written using JS/HTML/CSS, using the React library (Tentative goal is to use React. vanilla JS is a fallback)

The goal is to not need the software to need to interact with any other systems. No server, backend, networking, APIs, etc. It will all run locally on the user’s browser. React is an external dependency that will be included.

Game will use a UI in the browser to display the cards, users , and state of the game. Tentative goal to include fancy messages & notifications to the users. (Wild card celebration screen, card popups, etc)