﻿UNO GAME

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Introduction:

The Project we have chosen to do is the UNO game. It is the game that we have all played. The problem statement is to implement the logic of the game in assembly language while having different number of cards and colors. Turn wise game will be played between 2 players. Number of players playing the game is another problem statement that has to be resolved while playing the game and to make the game easy to understand in assembly language.

Features:

1. Special Cards implementation in game like draw 2, wildcard, wildcard +4, skips, reverse.

2. Cards can only be placed on same color or the same number of values.

3. Draw 2, skip and reverse card can only be placed on same color

4. Wildcard, Wildcard + 4, Color Changing card can be placed anytime.

5. Number wise turn between 2 players.

Work Division:

1. Member 1 will implement the feature 1 and 2 where logic of how numbered cards will be played and what card will be played are to be in the game.

2. Member 2 will implement the feature of Special cards of how the special cards work and what effect they bring on the table.

3. Member 3 will work on the turns where no illegal move, turn or any thing that is not part of the game will be looked after.