De Montfort University

Dobble Report

Multiplayer Real Time Simulated Card Game

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# ABSTRACTION:

The project is about a game card game called Dobble. This converts a hand-held card game into a real-time simulated multiplayer game, which can be played by many different people, from different places around the world, instead of being limited to those that are with them.

# INTRODUCTION:

# RESEARCH:

# ANALYSIS:

# DESIGN:

# IMPLEMENTATION:

# TESTING:

# CRITICAL EVALUATION:

# CONCLUSION:

In conclusion, I believe I was able to meet every objective I had planned out, and in some areas I managed to add more than I had planned, as I had extra time to do so.

# APPENDICES:

# BIBLIOGRAPHY:

**There are no sources in the current document.**