**Joseph Urie**

**CIS 425 – Final Project Proposal**

In order to properly demonstrate the skills I’ve learned in this course as well as continue my childhood fascination of games, I want to create a virtual adaption of the popular card game UNO. This will be a very basic implementation of the game. (i.e. Draw 2, Reverse, Skip, etc…) The main part of this project will focus on the environment the game is played. You will play the game with a group of 3 other, computer operated, players. Your hand will be viewable and you will be viewing a table where the game is being played as well as three other figures sitting with you. (Figure detail TBD) The cards will animate and the game will mainly be controlled by the computer’s mouse. In theory, you should launch the code, play a game of UNO, someone wins, and the code exits. I will attempt to include as much logic as possible (the deck being random every play, the other players, etc…) but the main focus will be on the graphics. I hope that the project will be complex enough to challenge me but at the same time have enough familiarity that I will be able to accomplish everything as planned.