Capital University of Science & Technology

Term Project Proposal

Department of Electrical and Computer Engineering

Project Title	Card Picking Game
Course Title	Application of Information and Communication Technology Lab

Sr. No.	Student Name	Registration Number
01.	Mohsin Rasul	BCY243024
02.	Rana Rameez Mushtaq	BCY243023

Idea:

This project involves developing a card-picking game using C++ programming. The game uses random numbers to simulate the shuffling and selection of cards from a standard deck of 52 cards. Players compete to achieve predefined goals, such as obtaining the highest score, collecting cards of a specific suit, or forming specific card combinations. The program ensures that each card is unique and not repeated during a single game.

Objectives:

1- Develop a C++ program that uses random number generation to simulate card shuffling and picking.

2- Design game logic to calculate scores based on the selected cards and defined rules.

3- Utilize programming constructs like loops, conditionals, arrays, and functions to implement game mechanics.

4- Create a text-based user interface for gameplay and results display.

Applications:

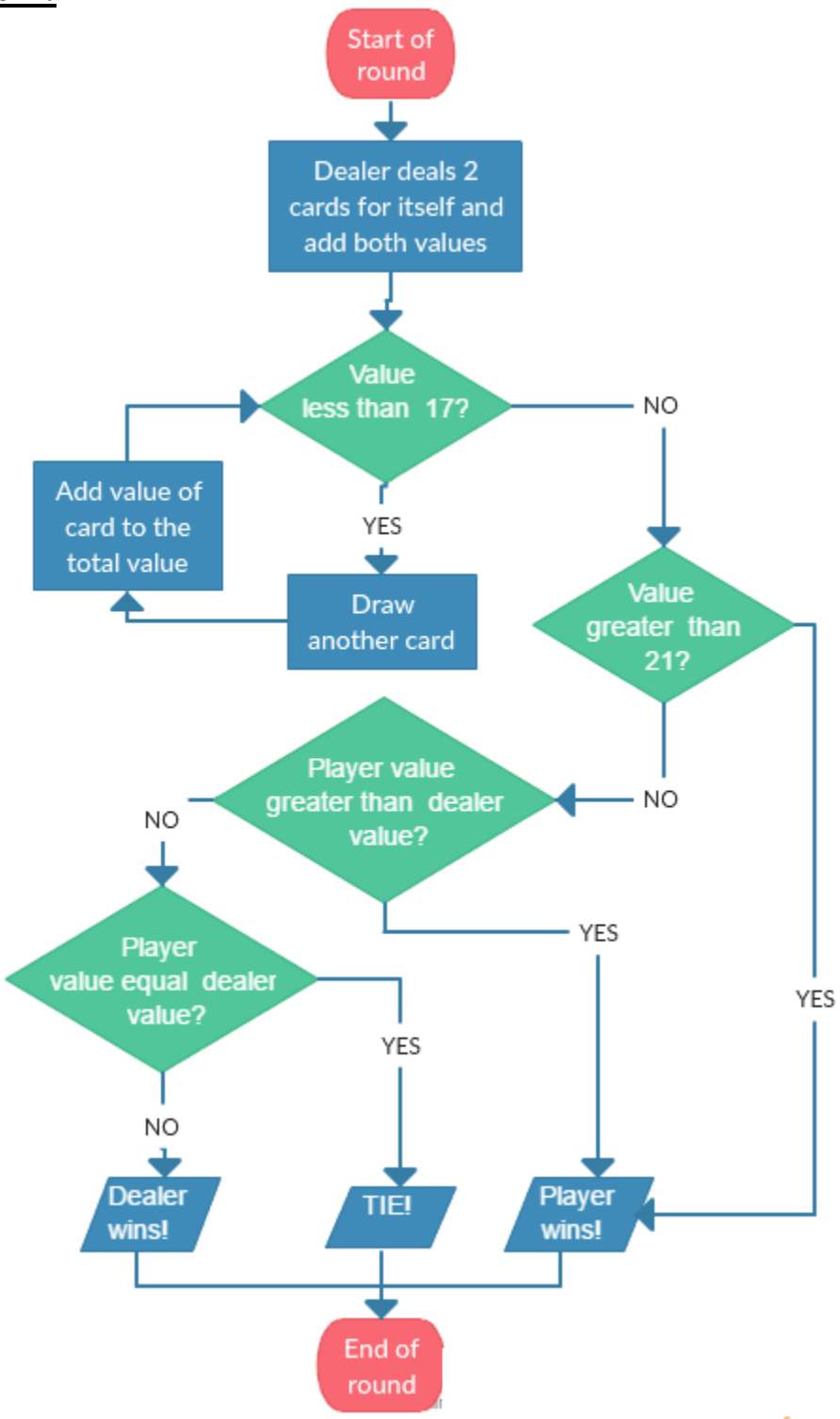
1- Demonstrates the use of randomness in programming through a practical application.

2- Serves as a basic model for creating card-based games like Poker, Solitaire, or Rummy.

3- Provides a fun way to teach and reinforce key programming concepts.

4- Can be extended to include advanced features like multiplayer support, game statistics, or visual interfaces.

Block Diagram:



Instructor Remarks

Student 1 Signature: _____

Student 2 Signature: _____

Instructor's Signature: _____

Date: _____