**Project Description**

ITP277: Milestone 1

UNO is a popular card game that uses a special deck. Players try to get rid of all their cards; the first player to do so scores points for the cards that the opposing players are holding. Complete rules can be found online: <https://www.unorules.com/>.

Over the course of the semester, we will be implementing an automated game of UNO. This project will be console based, meaning all output will appear in a console window (as opposed to a GUI). There will be no input from the user; each game will have four computer players.

This project will be broken up into milestone assignments. Read the directions for each milestone carefully; each milestone assignment builds on the assignments that precede it.

1. *Review the rubric* for this assignment before beginning work. Be sure you are familiar with the criteria for successful completion. The rubric link can be found in LoudCloud under the assignment.
2. Activity Directions: Using PowerPoint, create a storyboard of your end product. Your storyboard should show the flow of your application (e.g., application output and transitions from one phase of the game to the next). Using a flowchart tool, develop a flowchart of your game that illustrates your game logic. Your flowchart should support your storyboard. Create a video of your presentation. Explain the nuances of your game, paying close attention to events that trigger a transition from one phase of the game to the next. Your video should be no more than 5 minutes in length.
3. Deliverables:
   1. Your PowerPoint presentation file
   2. A *link* to your video in which you demo your slides and explain the flow of your game
   3. An image file that contains your flowchart HINTS and other helpful things

* Read the project description *carefully*.
* Practice your presentation in front of a friend. If they have questions, revise your presentation to clarify any confusion.
* Make a video and review it before submitting. Plan on making at least two drafts of your video. Practice makes a big difference in quality.
* Give yourself plenty of time to resolve technical difficulties. Poor sound/no sound will affect your grade. You may have a mesmerizing video, but if I can't hear it, I can't give you any credit.