Mini Project Logbook

# UNO Game

Group Members

Roll No: 43 Name: Mayur Pimpude

Roll No: 45 Name: Harsh Rohra

Roll No:48 Name: Abhijay Sharangdhar

Roll No: 49 Name: Himanshu Sharma

Supervisor/Guide:

Sangeeta Oswal



## Department of Artificial Intelligence and Data Science

Vivekanand Education Society’s Institute of Technology

Academic Year: 2021-2022

## Vivekanand Education Society’s

### Institute of Technology



**(Affiliated to University of Mumbai, Approved by AICTE & Recognized by Govt. of Maharashtra)**

## Department of Artificial Intelligence and Data Science

**2021-2022**

**Group No**: 11

**Project Title**: UNO Game

**Guide**: Sangeeta Oswal

**Students Details**:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Member-1 | Member-2 | Member-3 | Member-4 |
| Roll No | 43 | 45 | 48 | 49 |
| Name | Mayur Pimpude | Harsh Rohra | Abhijay Sharangdhar | Himanshu Sharma |
| Class | D6AD | D6AD | D6AD | D6AD |
| Contact | 7498668882 | 9130569764 | 9769415155 | 836986874 |
| Email | 2020.mayur.pimp ud e@ves.ac.in | 2020.harsh.roh ra @ves.ac.in | 2020.abhijay.sha ra ngdhar@ves.ac.i n | 2020.himansh u.s  harma@ves.ac  .in |
| Signatur e |  |  |  |  |

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# Course Outcomes

**Course Outcome:**

1. Identify problems based on societal /research needs.
2. Apply Knowledge and skill to solve societal problems in a group.
3. Develop interpersonal skills to work as member of a group or leader.
4. Draw the proper inferences from available results through theoretical/experimental/simulations.
5. Analyse the impact of solutions in societal and environmental context for sustainabledevelopment.
6. Use standard norms of engineering practices
7. Excel in written and oral communication.
8. Demonstrate capabilities of self-learning in a group, which leads to life long learning.
9. Demonstrate project management principles during project work.

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**Proposed Schedule for Mini Project**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Week/**  **Date** | **Content** | **Time**  **Required** | **Remark** | **Signature** |
| 1. | Dividing task for game development | 1 week |  |  |
| 2. | Implemented whole game in terminal mode | 2 week |  |  |
| 3. | Identifying which GUI package is best in python | 1 week |  |  |
| 4. | Implemented pygame for game GUI | 1 week |  |  |
| 5. | Studied Reinforcement learning requirements | 1 week |  |  |
| 6. | Set up reinforcement learning environment and state | 1 week |  |  |

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**2021-2022**

### Mini-Project Progress Report

#### Sem – 4

**Project Gr No** :11

**Title**: UNO Game

**Guide**: Sangeeta Oswal

|  |  |  |  |
| --- | --- | --- | --- |
| **Roll**  **No** | **Name of Project Member** | | |
| 43 | Mayur Pimpude | | |
| 45 | Harsh Rohra | | |
| 48 | Abhijay Sharangdhar | | |
| 49 | Himanshu Sharma | | |
|  | | | **Work Done** | **Students**  **Present** | | **Sign of**  **Guide** |
| 1. | | | Dividing task for game development | Mayur Pimpude | |  |
| Harsh Rohra | |
| Abhijay Sharangdhar | |
| Himanshu  Sharma | |
| 2. | | | Implemented whole game in terminal mode | Mayur Pimpude | |  |
| Harsh Rohra | |
| Abhijay Sharangdhar | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  | Himanshu  Sharma |  |
| 3. |  | Identifying which GUI package is best in  python | Mayur Pimpude |  |
| Harsh Rohra |
| Abhijay  Sharangdhar |
| Himanshu  Sharma |
| 4. |  | Implemented pygame for game GUI | Mayur Pimpude |  |
| Harsh Rohra |
| Abhijay  Sharangdhar |
| Himanshu  Sharma |
| 5. |  | Studied Reinforcement learning requirements | Mayur Pimpude |  |
| Harsh Rohra |
| Abhijay  Sharangdhar |
| Himanshu  Sharma |
|  | 6. | Set up reinforcement learning environment and state | Mayur Pimpude |  |
| Harsh Rohra |
| Abhijay  Sharangdhar |
| Himanshu  Sharma |