

Team 13: Section 12:30-1:45

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Project 5: Uno Card Game



For Project 5, we have decided to implement the well known card game: UNO. While we initially planned to create this game using Node.js, upon further review, we have decided to write in Java in order to produce a better final product. Our GUI implementation will be a group effort, consisting of separate GUI's for the server and the clients. The server GUI, will contain elements similar to the server we designed for Project #3, such as: a method of creating the server and turning it on/off, the number of clients connected, what each player picked, etc. An example of a new addition to the server GUI is displaying how many cards each player has in their hand, since UNO is about who gets rid of their hand first. Similarly, our client GUI will be akin to the GUI we made for Project #2, where each card in the player's hand will be a button with its corresponding picture. In addition, this GUI will display what the other players have played and have the option to quit the game or start a new one. We are aware that UNO has distinct sets of rules and although we would love to be able to have the option to choose different rule sets, we will stick to the most basic rules for now. Consequently, this means that our game will only be played with the seven cards dealt to each player; the players cannot draw cards. If the player does not have a valid card to play during their turn, we plan to implement a button that will allow them to pass their turn to the next player. Similarly, the cards that the players receive at the start of the game will only include the color cards, excluding any skip, reverse, or draw-two cards. Additionally, our game will not have any wild cards in the deck. The reasoning behind all of this exclusion is that we want to be able to present a fully working game instead of something that is

not fully completed. Therefore, due to the time constraint, we will only create UNO in its most basic version.