

Uno Project Plan

Submitted to: **Mr. Fulk**

Project Manager: **Mr. Fulk**

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Project Overview The purpose of the project is to play classic uno across multiple devices.

Project Team The team includes:

- Angela Chung - Game logic
- Ritam Chakraborty - Networking
- Srushti Chaudhari - GUI, Graphics, Client side

Challenges Some problems we foresee are:

- Updating the game state
- Working with images and updating displayed information
- Decoding the information sent across devices

Major Tasks and Schedule

Task	When	Responsible
Getting the game to function	May 6, 2022	Angela
Any debugging that needs to be done for game logic	May 13, 2022	Angela
Displaying game elements	May 13, 2022	Srushti
Get networking functionality to work	May 13, 2022	Ritam