

Final Project Proposal

Uno: For the Modern World

Our group's project proposal is a reinvented and digitalized Uno, which follows the rules of the card game 'Macau'. Macau is basically the same as Uno except it utilizes a standard 52 playing card deck to play the same game. Our MVP will be a 2-player version, player one versus a computer, in which the computer will solely play by the rules of Macau(i.e placing cards of the correct color/suit, taking cards, etc.) and not with any sort of artificial intelligence. We plan to implement Deck(which will handle drawing, playing, and reshuffling), Hand(aka Player, which will ensure proper drawing and be player-specific), Macau(which will enforce the rules), and GamePlayer(which will call on Macau until the game is complete) classes, and finally the obligatory Woo class which will call GamePlayer and execute our amazing game. We will start off with most of the fundamental cards of Uno, +2, +4, number cards, skip turn, change color, and **no** reverse because that would be redundant in a 2-player MVP. We have hardcopy outlines and charts for each of the outlined classes, with their respective attributes and functionalities written down, and we would be more than happy to provide/include them here if that would be advisable.