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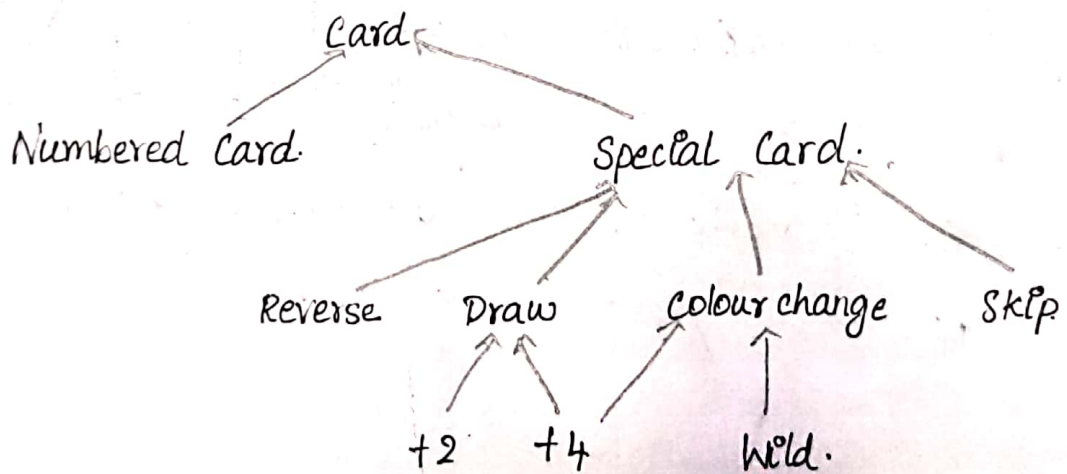TITLE : UNO - THE CARD GAME

OBJECTIVE : To design a working UNO Card game which can be played between 2 devices. (using socketing).

WHY OBJECT ORIENTED APPROACH?

We were first trying to identify the problem rather than the solution. When the card game popped into our minds, the only way in which we could design the problem was using an Object Oriented Approach.

Deck → has a Numbered Card & Special Card

Players → to denote the player who will have cards.

Considering the diagram, it clearly shows the need for object oriented programming.

Description:

The package is a 2-player UNO game equipped by socketing using QT.

The QT network module offers classes that allow you to write TCP/IP clients and servers.

UNO is a shedding-type card game that is played with a specially printed deck. It consists of numbered cards & special cards. It has an intricate point system which is encapsulated well using OOPs. (Object Oriented Programming). Graphics will be used to add flavour to the project.