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Project Proposal

For my final project, I have decided to create the game UNO. I am planning on using the “Card Game” code on GitHub as a foundation. There are quite a few changes that will need to occur. First of all, an UNO deck contains 108 cards that are organized into different colors instead of suits. Rather than following a uniform pattern of play, UNO has three cards that change the order of play including reversing the order, skipping a player, and making the next player draw two cards. Reversing the order of play is a challenge that I have yet to solve. I will need to implement new functions to allow each of these actions to occur. The “Wild” card will also be a challenge to add. This card is not organized into a specific color. I plan to assign the Wild card the highest value (13) and changing the output statement for this number alone to display “Wild Card” rather than, for example, “Red 9”. Another issue is the requirement that the card played matches either the number or color of the card played previously. There will need to be a statement displayed that communicates an invalid card. Players who cannot play will automatically draw another card. These are the current challenges I anticipate. However, I am quite sure that I will discover more along the way.