Project Proposal

For this semester's project, we will be re-creating the card game UNO. To make this happen, we will be adding classes to first identify the cards and what their use is in the game and also have classes for the players of the game including the computer. This program will also incorporate a text file in which it will be used to keep track of the players scores and determine who won at the end of the game. The file will have the name and total score of the final winner of the game. Other sources we will use that will piece this program together are vectors, pointers and possibly templates as well.

An anticipated challenge that we believe we will encounter is in attempting on incorporating a second player. The idea here is that it will most likely have the same code as the first player but the challenging thing here is that we will need to incorporate their input as well as the first players and have them take turns throughout the game. At the start of the game, there will be a choice if the game will involve one or two players and the program will go from there depending on the user’s choice.

Another potential challenge will be in the case of special cards that have a different effect than the ordinary numbered ones, especially considering the “Skip” and “Reverse” cards. The code for the cards will have to coincide with the code for the turns in order to make these work. With consistent coding it should work fine, but it’s a work-around that we’ll be keeping aware of.