**SYST 17796 DELIVERABLE 1**

## **1.** **Project Background and Description**

* The card game can be played by 2-10 people.
* There are 108 cards which are coloured red, green, blue and yellow and black numbered 1 to 9.
* Black cards are special cards which can be used to change colours or make another player pick up cards.
* The first card is picked up from the leftover pile and a card with similar colour or number is played next.
* If a player doesn’t have a card that can be played, they have to pick up 1 card from the leftover pile.
* When a player has only one card left, they say ‘uno’ out loud or they can be caught by another player and have to pick up cards.
* When a player has no cards left they win the game.

**2. Project Scope**

Team Members:

* Aryan Chhina: came up with the project idea, rules and helped with the models
* Sanamdeep: worked on the high level requirements and finished the implementation
* Michael Mccarthy: worked on the implementation and finished the models.

We will know the project is complete when we finish our models.

**3. High-level requirements**

* Ability to pause the game
* Ability for the game to communicate win or loss
* Ability for player to know their score at all times

**4. Implementation Plan**

We intend to use visual paradigm and NetBeans to create this game.

Git Account:

Username: sanamdeep123

Url: https://github.com/sanamdeep123/Deliverable1

**5. Models**



