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# UNO Videogame

## (Programmierprojekt)

### INF 2110 (9 ECTS credits)

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Summer 2017

Applied Bioinformatics Group

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## Overview

UNO is a game that has brought joy and despair to millions of people around the globe. It's the perfect game to test your luck and patience against your friends, family, or why not, against a computer. In this project you will, together with your team, program a UNO videogame that will allow its users to play against other remote players. Of course, if the user has no friends, your videogame will also offer an artificial intelligence to play against.

*Language: English / Deutsch*

## Goals

- Network communication / client-server programming.
- Programming of a basic gaming artificial intelligence.
- Graphics programming.
- Software development tools and techniques.

## Requirements

- Participation in the weekly meetings (location and time to be announced) where you will show your advances.
- Joint work in small teams (3-4 people).
- Basic Java programming skills.

## Technical Specifications

- Programming language: Java.
- Support tools: Eclipse, git.

## Evaluation

- Grades will be given based on the quality of work of each team member.
- It is expected that you complete all of the required features that will be discussed during the weekly meetings.
- Nice students *might* get cookies and gummy bears.

## Materials

We will use open-source tools and you will only need to bring your computer.

## Key Dates

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### To be announced

