

CHAPTER I

INTRODUCTION

1.1 Background

Card is one game that has existed since the first. History records the card has been played by the Tang dynasty in the ninth century. Since then, began to appear various types of cards.

A barber at America is the creator of uno game. Since marketed by Mattel, uno game began to be known by people all over the world. This game is quickly gaining popularity because it has simple way to play just match the color of the card number or the same.

Uno card games usually played as pleasure games while hanging out with friends. But, hanging out with friends can not be done everytime.

Because the reason above, uno card game can to be developed. Uno card game which has computer as opponents, can be the solution for peoples who need playing card game by himself everytime.

1.2 Scope

This project is made to developed uno card game based on C Language. The uno game will be text based and running on the Linux terminal. The game will consist of four players: a user and three computer.

1.3 Objective

The main objective of this projects is to developed an uno card game in C Language with linked list as main data structures and Greedy Algorithm. In addition, data structures array is used as color selection.