CHAPTER III
PLANNING

3.1 Research Metodelogy

This project build using an incremental approach. Below are the steps of the project:

1. Collect all information about the projects, include the uno game, algorithm and data structures

First, the data collected by searching for references about uno card game on the internet and did some research to friend. Then, learn in advance about the c language

After all the basic guidelines are collected, then define data structures and algorithms for the game. Generally this project will use a linked list as data structures and greedy algorithms.

2. Analyze the problem

C language in linux has limitations, it was decided to create a text-based games and running in the terminal. Uno has many variations of the rule, this projects will use official rules combined with house rules. Uno game has a lot of rules, so the rules used determined in advance. Such as : Uno player will be set limited only for four players.

3. Implements the algorithm and data structures into the projects

Linked List suitable for this project, it can handle with very well. This projects use Greedy Algorithm, it is used because it can handle complex problem and can decided immediately

4. Test all function of the projects

Check the function whether work with properly or need revision and then checks the result

3.2 Project Management

The project was done for 4 months, which will be divided into several step as below:

Activities	APRIL				MAY				JUNE				JULY			
	I	II	III	IV	I	II	III	IV	I	II	III	IV	I	II	III	IV
Collect Data	■	■														
Analysis and Planning		■	■													
Design			■	■												
Implementation				■	■	■	■	■	■	■	■	■				
Testing												■	■			
Project Presentation													■	■	■	

Table 3.1 Project Management