This file serves to provide guide to test the uno project created by Binghui2. After downloading the code, open it with eclipse and then run GameGUI, the UI should look like the following: Then you could start

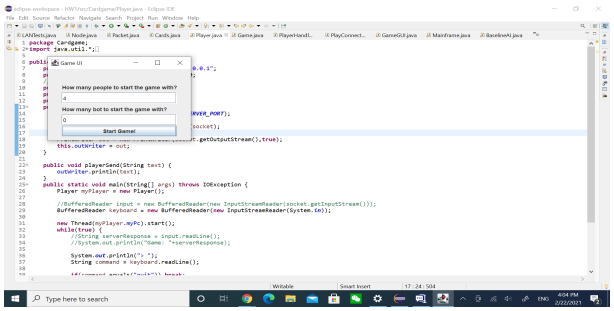

Figure 1:

to type in numbers to specify the number of bots and players, you are playing with. Assume that you are playing with 4 other players, then hit "Start Game!" button, you should see the following: This indicate that

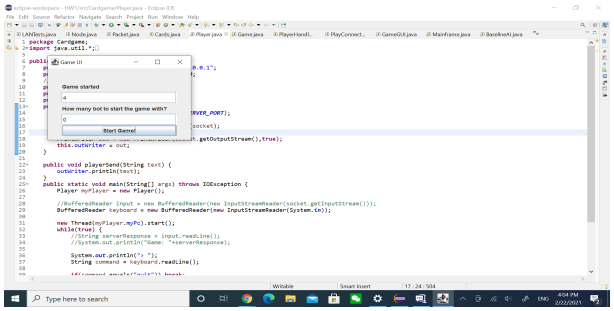

Figure 2:

the game server is already been built, then after that, you should run player.java for 4 times so that there are 4 players in total. Then player will have its own UI and it looks like the following: The first line is the

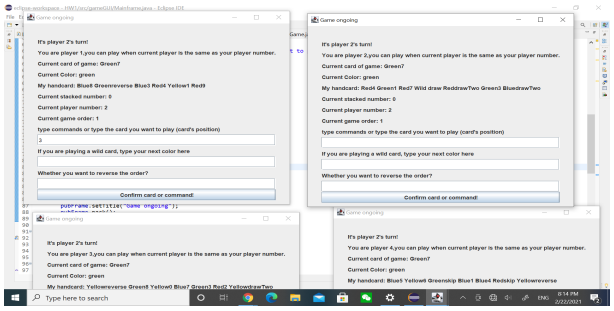

Figure 3:

game information, for example, in Figure 3, the first line indicate that this round belongs to player2. Then the second line indicates your player number and then there are game status like current card, current color, current player, current stacked number and current order that every player could know. Notice that 1 for current order means an increasing order and -1 means an decreasing order. In Figure 3, this is after player1 played green7 Then in Figure 4, player2 played red7 which changes the current color and current card. Then

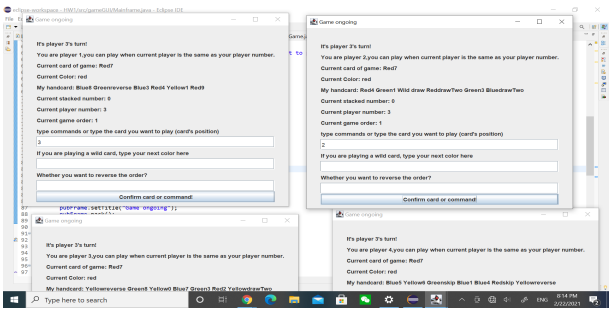

Figure 4:

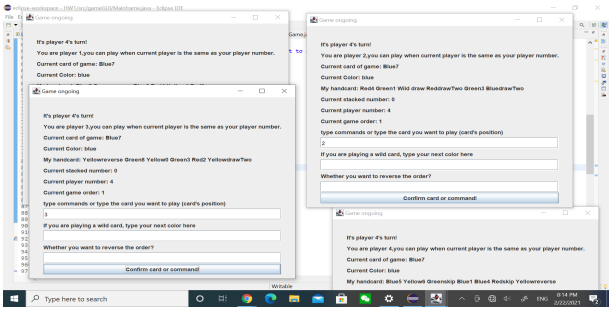

Figure 5:

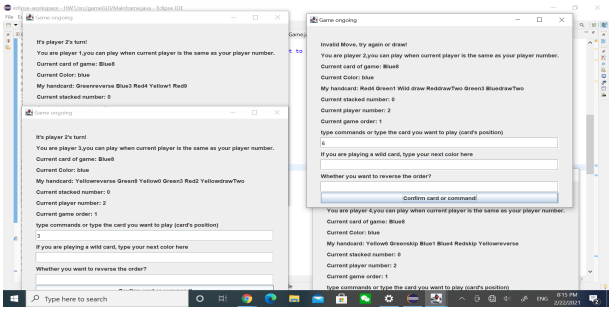

Figure 6:

in figure 5, player3 played blue 7 which again changed the color. In this figure 6, we tested when player2 played an invalid move (play the card at position 6,sequence start at 0), the game outputed invalid move warning to player2 and no other player could not see it. Then following from the previous figure, player2 played bluedraw2 and so the stacked number is 2 now.

Then following from the figure player3 stacked yellowdraw2 and so the stacked number is 4.

Then player4 have to skip and so drawed 4 cards from the pile.

And then after that player1 could play cards normally.

Given the example above, one could similarly test out all the game features.

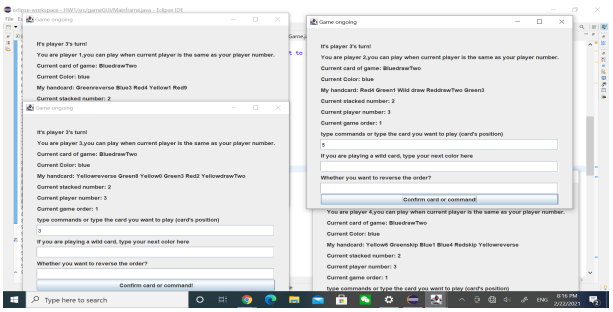

Figure 7:

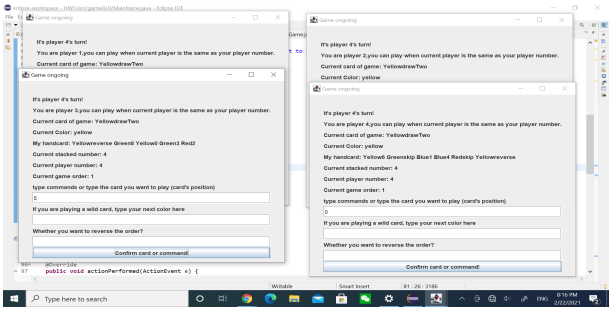

Figure 8:

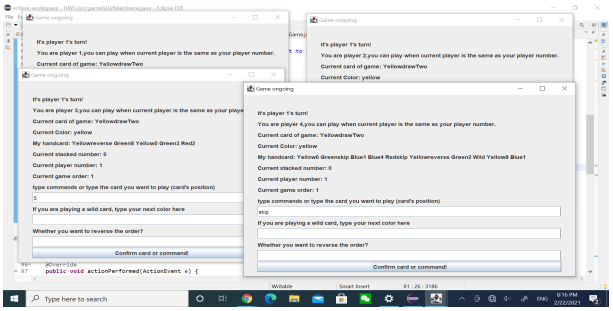

Figure 9:

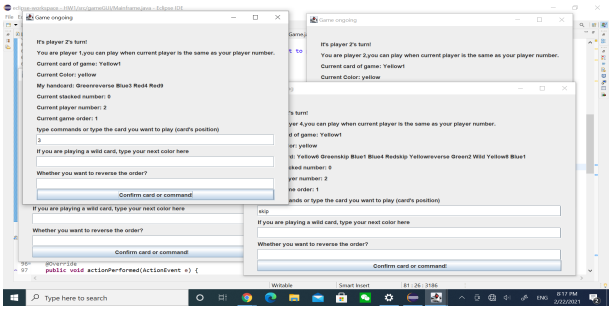

Figure 10: