# OOP Mini Project – Uno

The program I chose to write for the mini project is a game based on the popular card game ‘Uno’.

I plan to make it a 2-5 player game where each player is given 7 cards each at the start, and the objective is to discard all the cards in your hand – However, you only may discard one of the cards in your hand as long as the color, or the attribute matches the one on top of the discard pile.

I plan to implement all of the cards that are present in uno and I plan to implement each effect card.

There are 5 card colors in the game, Red, Yellow, Green, Blue, and Black.

Red, Green, Blue, and Yellow have each have the cards 0-9, and a skip, reverse, and draw 2 card.

The special colour – Black, also known as a “wild card”, has 2 effects, just regular wild, and wild draw 4.

Regular wild cards can be placed down on top of any color or effect card, and any card can be placed on top of it – however the rules of “real” uno differ slightly.

Wild Draw 4 cards, behave the same as regular wild cards, with the bonus effect of making the next player have to draw 4 cards.

Skip - Skips the next player’s turn.

Reverse – reverses the player order.

Draw 2 – The next player has to draw 2 cards.

The game will have a game history function that will allow you to view the player that won, number of points, and number of turns the game had, this will save to a file and load that file each time you launch the game.