Project_Uno (Aka 1)

<Uno Game>

CSC-5 47993

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Introduction

Tile: Uno

Game Play: The first player is normally the player to the left of the dealer (you can also choose the youngest player) and gameplay usually follows a clockwise direction. Every player views his/her cards and tries to match the card in the Discard Pile.

You have to match either by the number, color, or the symbol/Action. For instance, if the Discard Pile has a red card that is an 8 you have to place either a red card or a card with an 8 on it. You can also play a Wild card (which can alter current color in play).

If the player has no matches or they choose not to play any of their cards even though they might have a match, they must draw a card from the Draw pile. If that card can be played, play it. Otherwise, the game moves on to the next person in turn. You can also play a Wild card, or a Wild Draw Four card on your turn.

The game continues until a player has one card left. The moment a player has just one card they must yell "**UNO**!". If they are caught not saying "Uno" by another player before the next player has taken their turn, that player must draw two new cards as a penalty. Assuming that the player is unable to play/discard their last card and needs to draw, but after drawing, is then able to play/discard that penultimate card, the player has to repeat the action of calling out "Uno". The bottom line is – Announcing "Uno" needs to be repeated every time you are left with one card.

Once a player has no cards remaining, the game round is over, points are scored, and the game begins over again. Normally, everyone tries to be the first one to achieve 500 points, but you can also choose whatever points number to win the game, as long as everyone agrees to it.
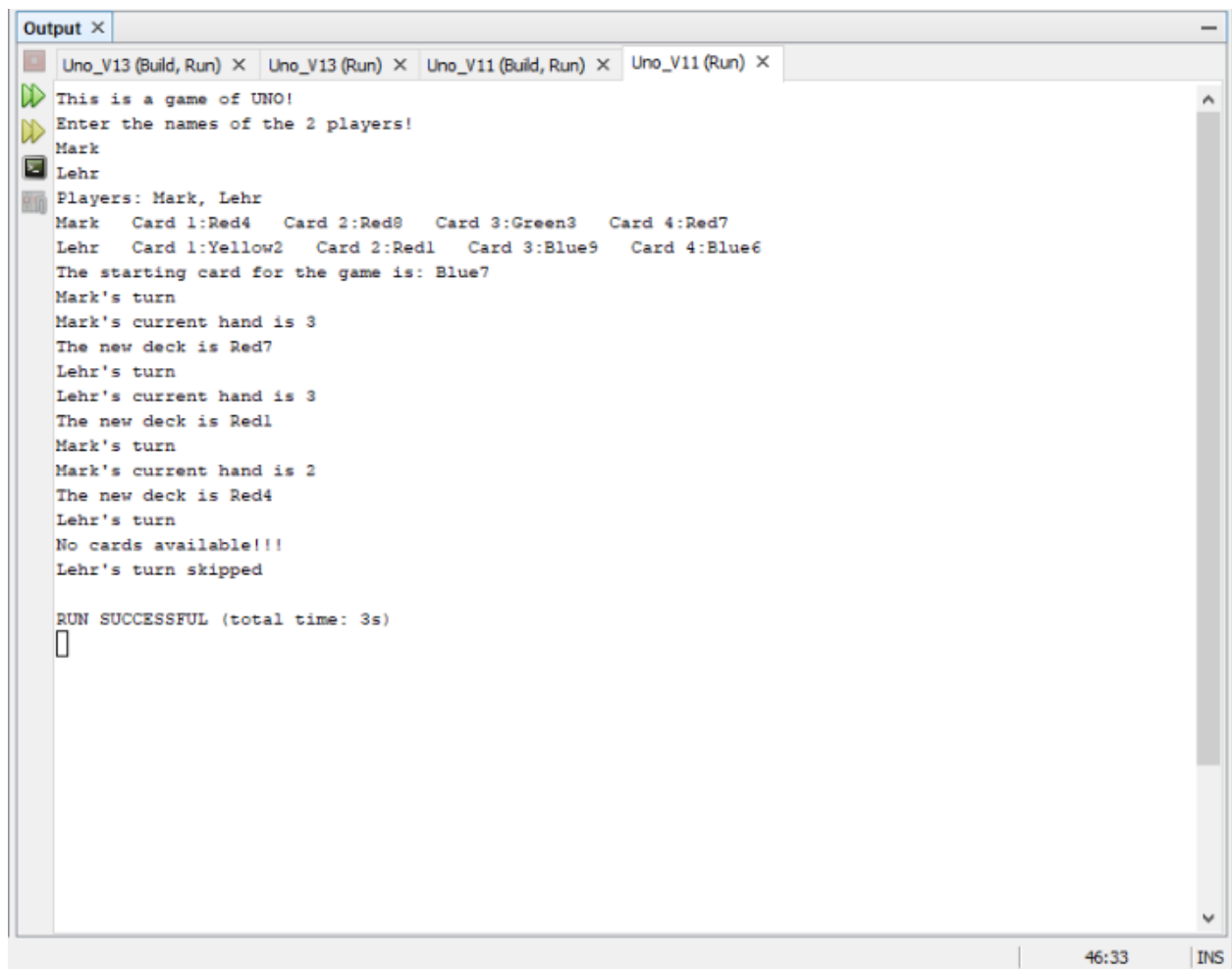
Summary

Project size: 400+ lines

The number of Variables: about 44

Version count: 11 versions available

I initially attempted to do this problem with having the colors being characters, but I just didn't know where to go from there, though doing this project with strings made things much easier. I was able to check for the color of the card and the number of the card individually making it easier to actually play a card.

A really **BIG** problem that I've encountered was that I don't know how to make the player draw another card in the case where their current hand does not have a matching card of the deck, a penalty. Without this penalty it would display the player's turn is skipped and just stop.
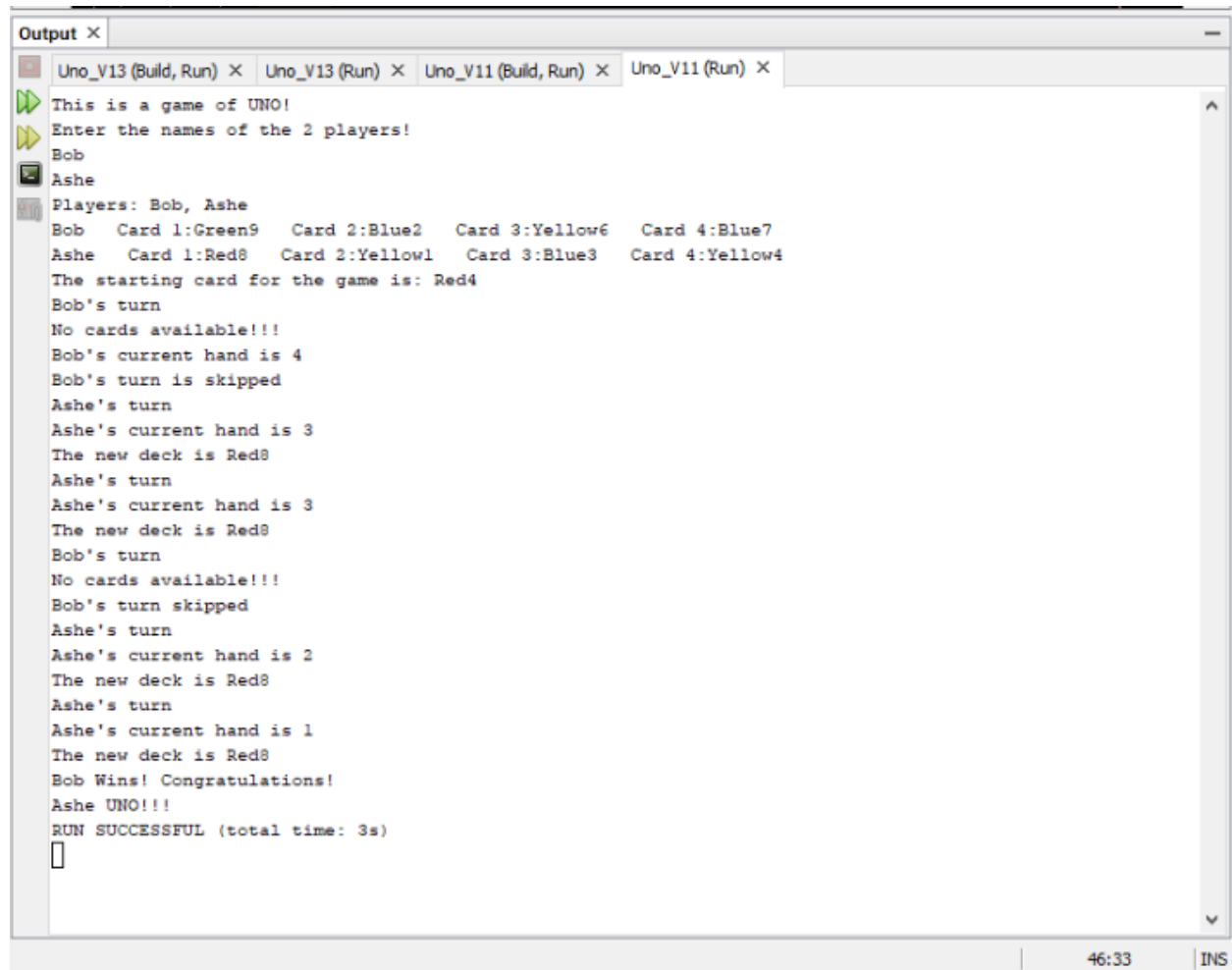
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Output ×

Uno_V13 (Build, Run) ×   Uno_V13 (Run) ×   Uno_V11 (Build, Run) ×   Uno_V11 (Run) ×

This is a game of UNO!
Enter the names of the 2 players!
Mark
Lehr
Players: Mark, Lehr
Mark    Card 1:Red4    Card 2:Red8    Card 3:Green3    Card 4:Red7
Lehr    Card 1:Yellow2    Card 2:Red1    Card 3:Blue9    Card 4:Blue6
The starting card for the game is: Blue7
Mark's turn
Mark's current hand is 3
The new deck is Red7
Lehr's turn
Lehr's current hand is 3
The new deck is Red1
Mark's turn
Mark's current hand is 2
The new deck is Red4
Lehr's turn
No cards available!!!
Lehr's turn skipped

RUN SUCCESSFUL (total time: 3s)

                                                              46:33        INS
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Another problem is getting the wrong winner.

```
Output ✕

Uno_V13 (Build, Run) ✕   Uno_V13 (Run) ✕   Uno_V11 (Build, Run) ✕   Uno_V11 (Run) ✕

This is a game of UNO!
Enter the names of the 2 players!
Bob
Ashe
Players: Bob, Ashe
Bob    Card 1:Green9    Card 2:Blue2    Card 3:Yellow6    Card 4:Blue7
Ashe    Card 1:Red8    Card 2:Yellow1    Card 3:Blue3    Card 4:Yellow4
The starting card for the game is: Red4
Bob's turn
No cards available!!!
Bob's current hand is 4
Bob's turn is skipped
Ashe's turn
Ashe's current hand is 3
The new deck is Red8
Ashe's turn
Ashe's current hand is 3
The new deck is Red8
Bob's turn
No cards available!!!
Bob's turn skipped
Ashe's turn
Ashe's current hand is 2
The new deck is Red8
Ashe's turn
Ashe's current hand is 1
The new deck is Red8
Bob Wins! Congratulations!
Ashe UNO!!!
RUN SUCCESSFUL (total time: 3s)
[]

                                                              46:33        INS
```

This, is what I think is coming from, the total hand is being deducted even though none of the cards are being played at all.