Project_Tos (Aka 2)

<Uno Game>

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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: 754 lines

The number of Variables: 22

Version count: 15 versions available

```
**************************************************************

Welcome              to              UNO!!!!!!!

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Setup: The game version is for X players, ages doesn't matter. Every
player starts with seven cards. The rest of the cards are set aside.
(This version is unable to draw new cards.) Next to the pile a space
should be designated for a Discard Pile. The top card should be placed
in the Discard Pile, and the game begins! Also know as the starting
card.

Game Play: Every player views his/her cards and tries to match the
card in the Discard Pile.

You have to match either by the number or color. 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.

If the player has no matches the game moves on to the next person.

The winner is awarded e^(1) points.

What is player 1's name?
Andres
What is player 2's name?
Noel
Andres's hand: 4B 8B 9B 2Y 5R
Noel's hand: 9R 4G 5Y 7B 5G
```

```
TOP DECK: 9B
0
Andres's turn!
Yes Andres
NEW TOP DECK: 4B
0
Skipped! Andres
5
Noel's turn!
No Noel
NEW TOP DECK: 4B
Noel has been skipped!
Andres's turn!

RUN FAILED (exit value 1, total time: 4s)
```

Hands are dealt and the top deck is shown. Though in the code cards 2,3,4 are being completely skipped over and thus resulting in the game not playing the available cards.

```
What is player 1's name?
Tom
What is player 2's name?
Ted
Tom's hand: 7Y 9Y 2G 4R 4G
Ted's hand: 5Y 3Y 8G 6B 4R
TOP DECK: 9B
Tom's turn!
1's card failed
Skipped! Tom
Ted's turn!
No Ted
NEW TOP DECK: 9B
Ted has been skipped!
Tom's turn!
No Tom
NEW TOP DECK: 9B
Game cannot be played, no player has correct cards!

RUN FAILED (exit value 1, total time: 8s)
```

I have a return 1 in the code when this happens. Without it, it would be stuck in an infinite loop, the reason could be the same reason why some cards are being completely skipped over.

Players are awarded e^(1) points if they are able to play all of their cards.