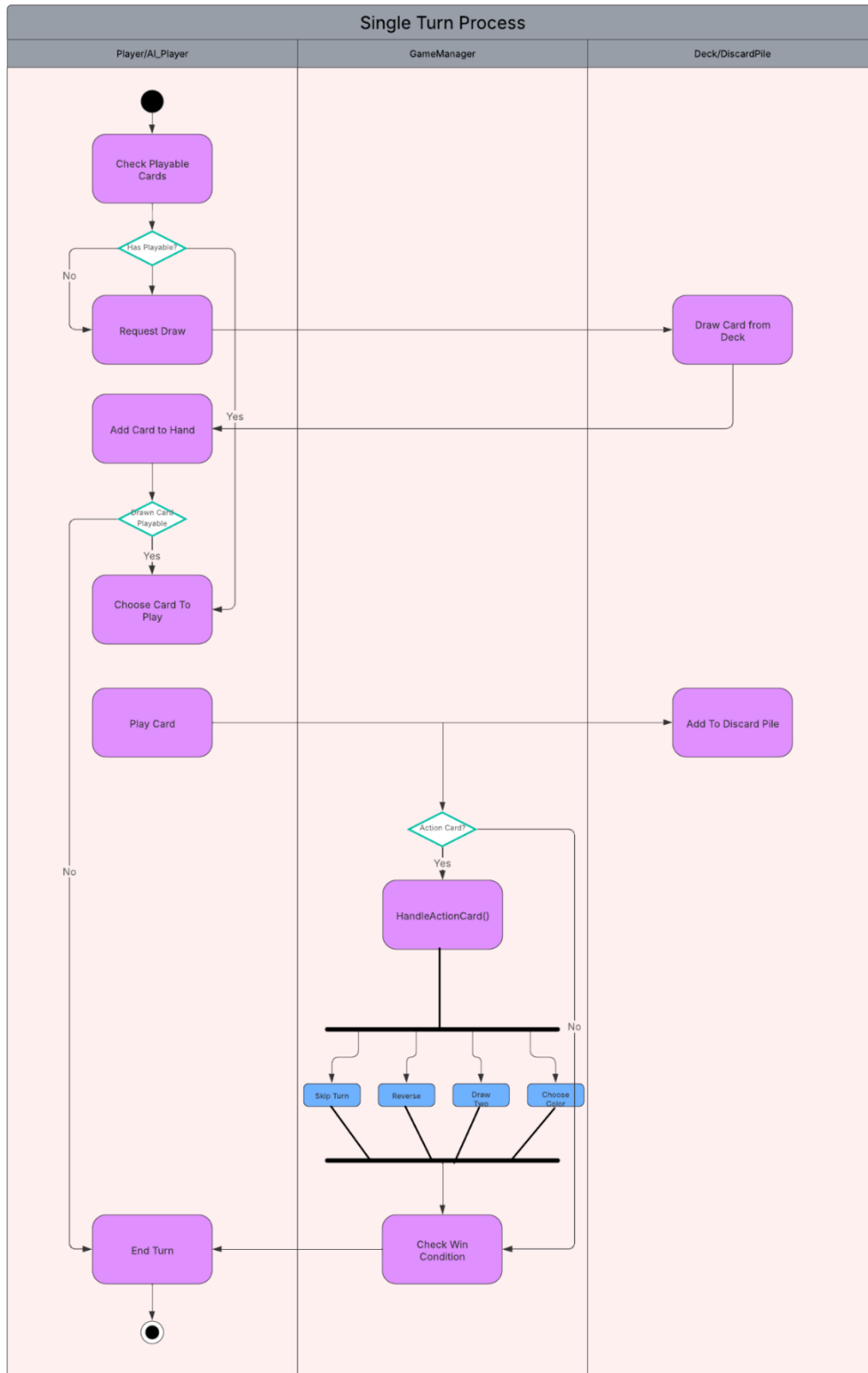


CreateGineers UML Diagrams

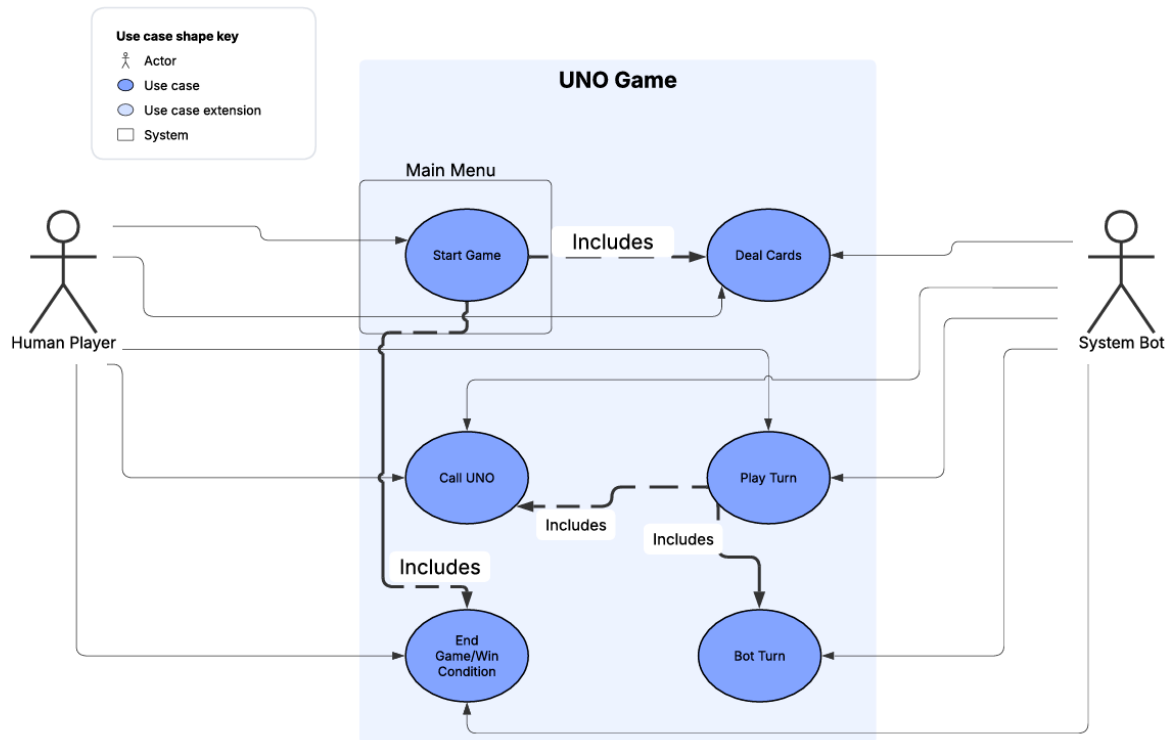
Created: October 2025

- 1) Activity Diagram
- 2) Use Case Diagram
- 3) Class Diagram
- 4) Sequence Diagrams
 - 4.1) Player Turn
 - 4.2) Deck Initialized
 - 4.3) Bot Player Turn
 - 4.4) Menu System Navigation
 - 4.5) Declaration & Penalty
 - 4.6) Start Game
 - 4.7) Win Condition

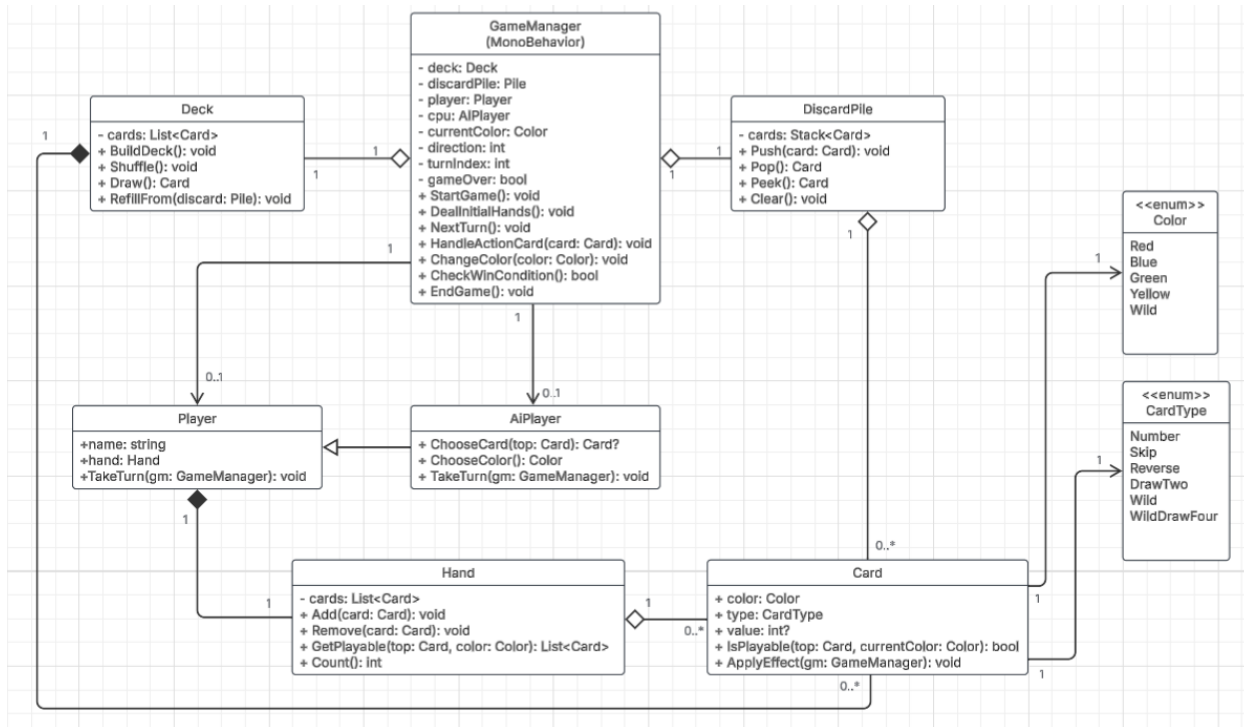
Activity Diagram:



Use Case Diagram:

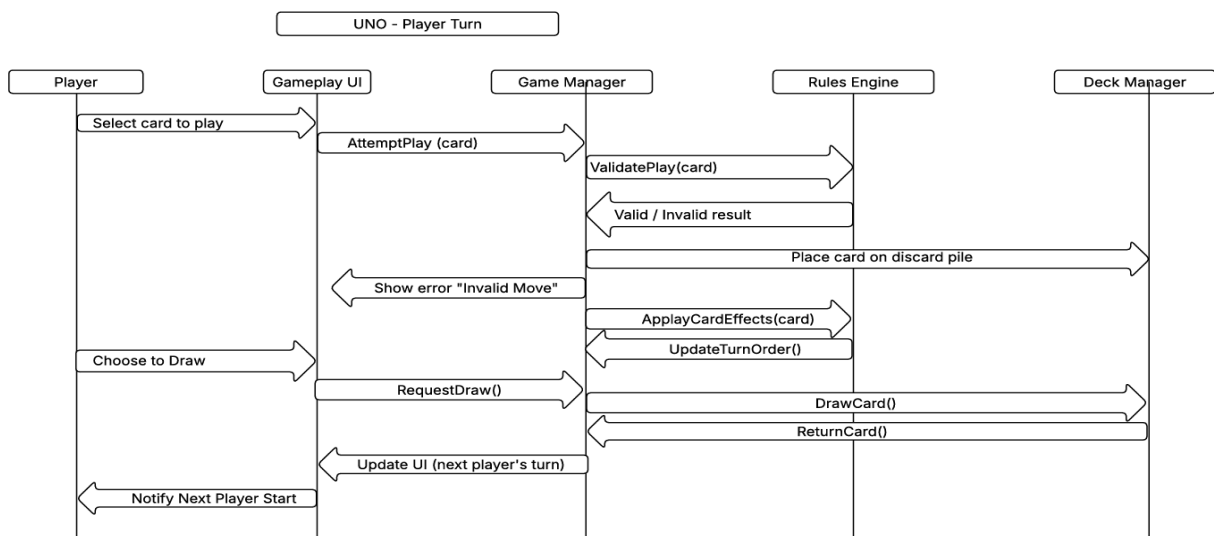


Class Diagram:

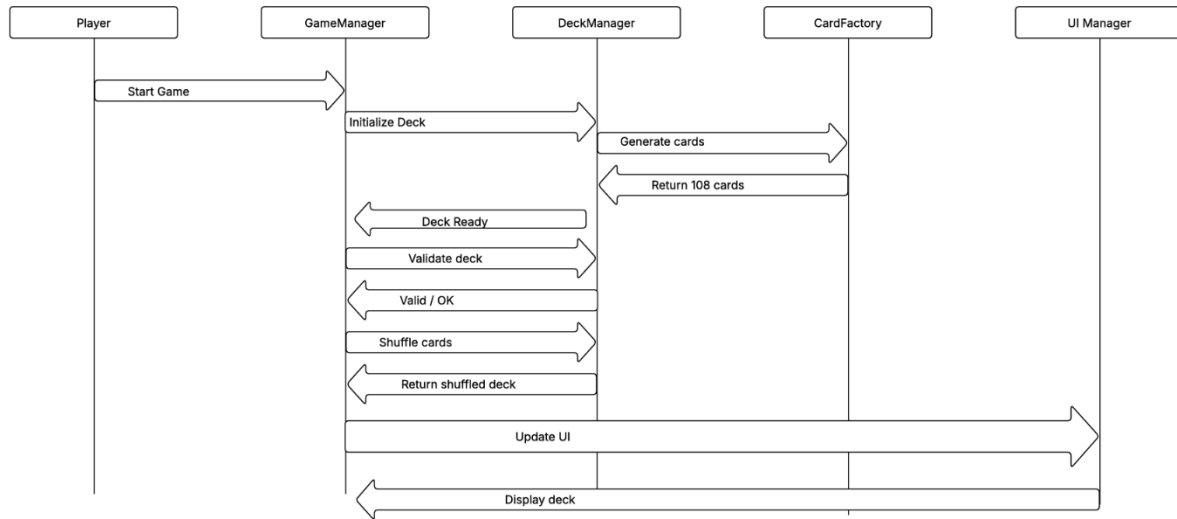


Sequence Diagrams:

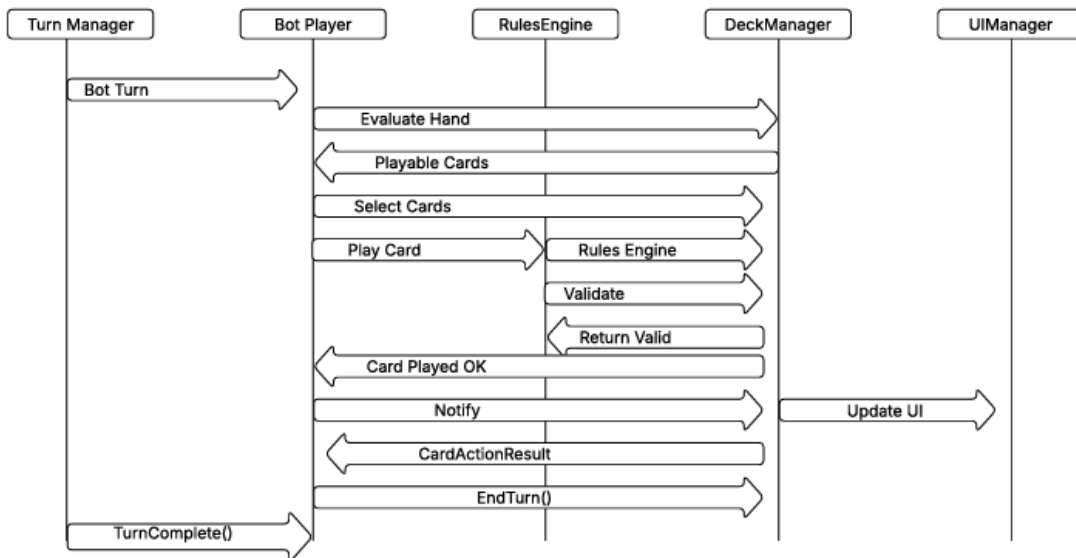
#1 UNO – Player Turn



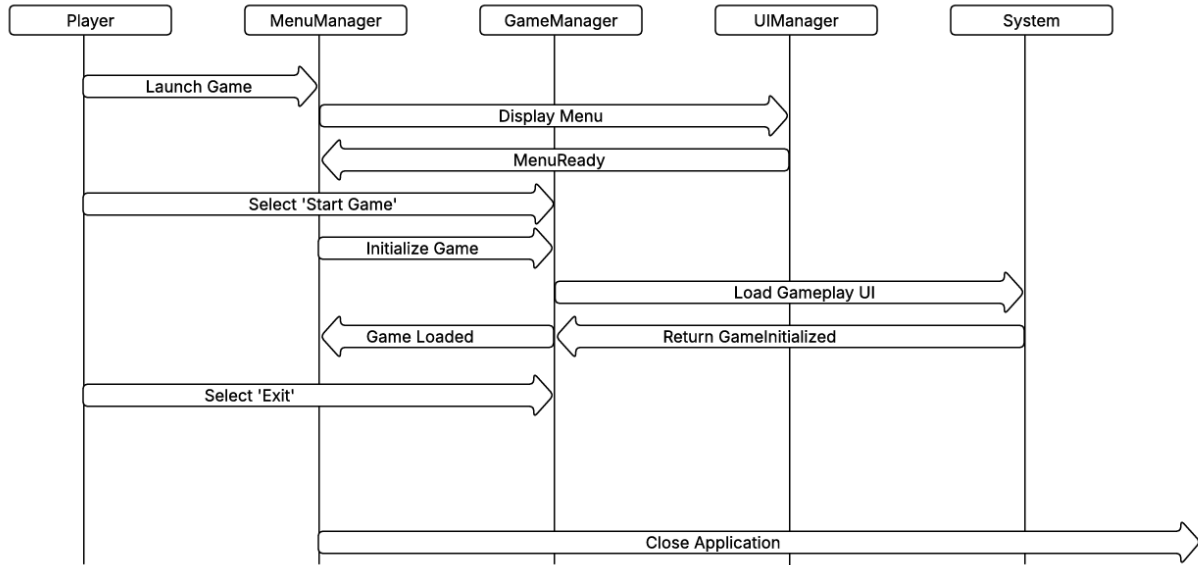
#2 UNO – Deck Initialization



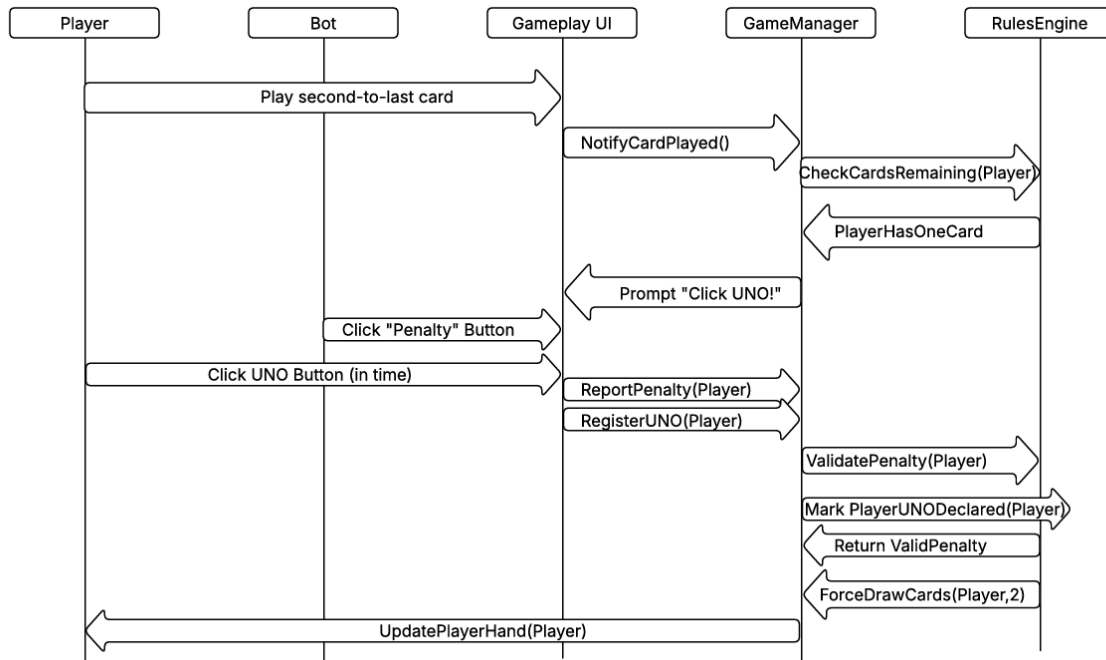
#3 Bot Player Turn



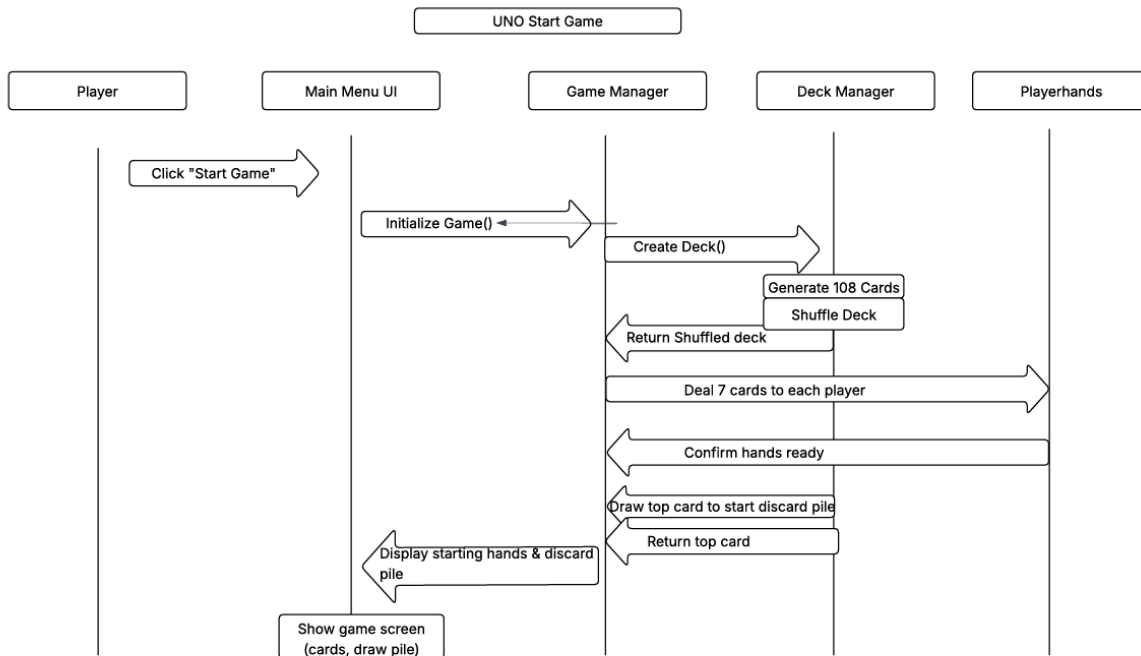
#4: Menu System Navigation



#5: Declaration & Penalty



#6 Start Game



#7 Win Condition

