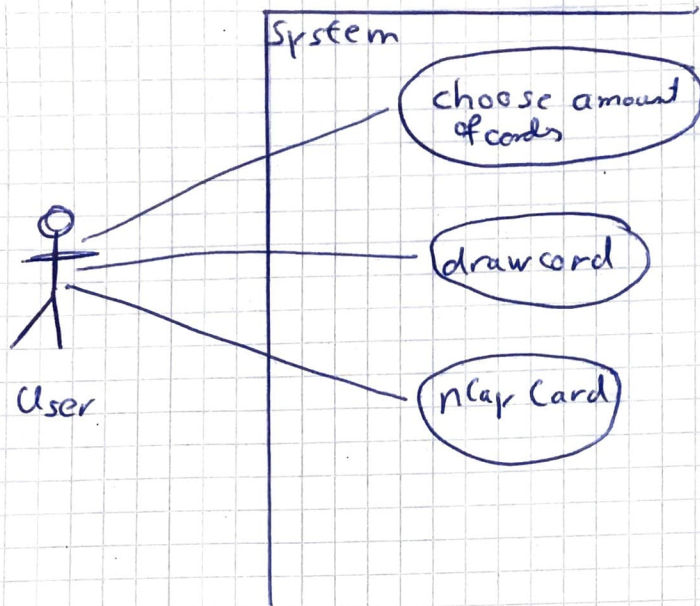


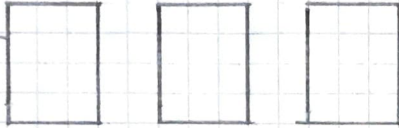
L02

Umo Use Case



L02 Mini Uno Ui - Scribble

CardsOpponent
<div>
digit: number
color: string



Lvl 1
Lvl 2
Lvl 3
Lvl 4
Lvl 5

StartButton
click
→ select amount
of cards from
2 → 7

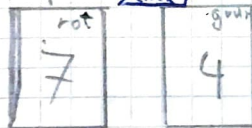
DrawPile
<div>
• math.random
click



DiscardPile
<div>
digit: number
color: string

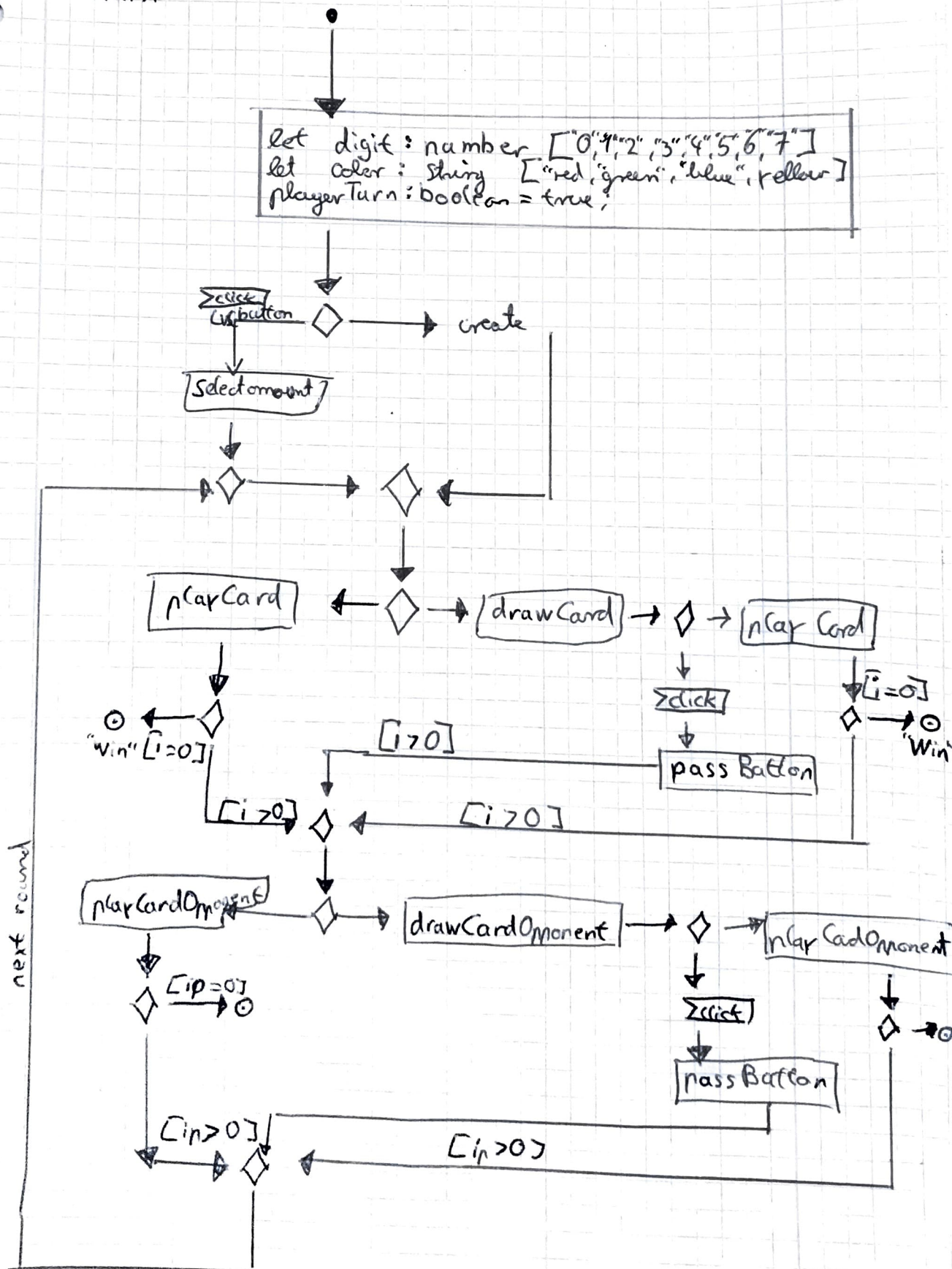


CardsPlayer
<div>
digit: number
color: string
click



Aktivitätsdiagramm L2 Uno

main



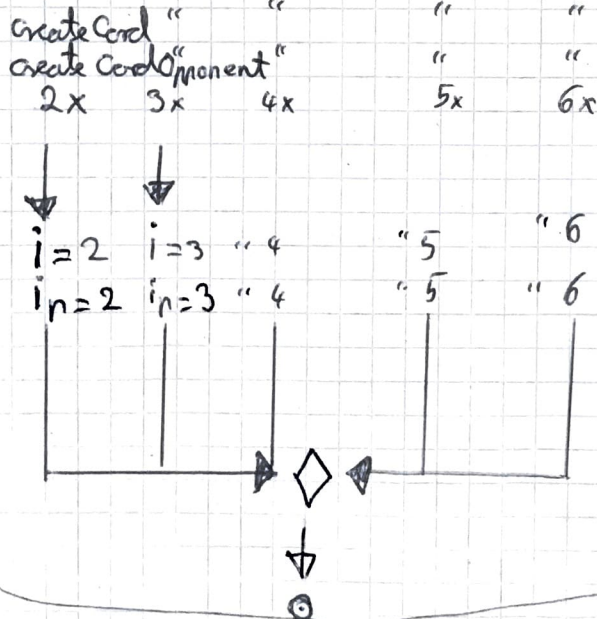
Select amount of cards

click

on level button

Select amount of cards on deck
hand (2-6)

Switch cases
from 2-6



Create Card Opponent

→ create Card + different positioning
change backgroundcolor, grid, remove(p?)

createCard

create HTML-Div Element

append child

setAttribute (digit, color
[math.floor(Math.random() * 10)]);

setAttribute (digit, color [Math.random()
() * 4 "C2-6"]);
misch

div style

playCard

color, number

→ div discardPile

color, number

→ div Player

click
on div "discardPile"

if color div (Player) = color div (discardPile)

or

if number div (Player) = number div (discardPile)

Nothing

false



true

append child
discard pile

0 ← i-- ←

lockdown = play again = false

remove child
Player Cards

playCardOpponent

color, number → div (discardPile)

color, number → div (OpponentDeck)

↓
play card (locally)

↓
playerTurn: boolean = true

↓
in --

↓
○

pass

(create Html Button Element)

↓
(append div)

↓
button style

↓
playerTurn: boolean: switch!?

↓
○

drawCard

Zeich
on Div "DrawPile"

↓
create Card

↓
pass

↓
i++

↓
○

drawCard Opponent

createCardOpponent



has



int++

