Jonathon Qualls

Ono Evaluation Paper

Ono is a single-player card game that is a branch off Uno. When working on Ono, all I wanted to do was write a fun and easy to play Uno that I would enjoy playing as well. I came up with the name Ono about halfway through working on this project, and when I edited the name from Uno to Ono on the back of the card in this [asset pack](https://alexder.itch.io/uno-card-game-asset-pack?download), I knew that it was the right decision.

When playing this game, all the player has to do is either click one of their cards to play it, if it is playable, or to click the deck and draw a card. The point of the game is to reach zero cards first. If you win then you will be greeted with a screen that says “ONO For your opponent, You Won!” and if you lose then it will say “ONO You Lost!” Both screens have a button at the bottom which says “Again?” This is what the player will click if they want to play the game again.

In this game, I added many interesting things such as the end screens, the random backgrounds, the animation, and the color picker. As previously stated, an end screen pops up when you either win or lose Ono, this breaks up the individual games and provides time for the player to process whether they won or lost. Next, at the start of every game a background, or tabletop, will be randomly chosen out of five options (red, purple, dark green, blue, and light green). This keeps it less boring because the player isn’t looking at the same thing every time. Then we have the very simple shake animation whenever any action is done. Any time something happens the deck will shake just a little so that the player knows. Lastly, there is the color picker. Whenever someone plays a wild or a wild +4 the color picker will automatically choose a color, so it will be up to luck on if you get the color you need to finish the game.

When writing the code for Ono, I encountered two problems, understanding how a dynamic GUI works and getting the simple animation to work. As for the GUI, I couldn’t really understand it until I was walked through the process and did it myself a couple of times, but after that the struggle was gone and I made a lot of good progress. The animation, however, was extremely difficult to get right. At first it worked alright but then as I played the game it slowly got slower until it slowed down to a crawl. That wasn’t going to work so I had to mess with it for hours just to get it to where it actually moved the card and didn’t slow down over a conceivable amount of time.

This program had to have been my favorite to write. I kept going back to it trying to finish it while I was working on my other projects because I would just get an idea and had to put it in. This was the project I was the most excited about and I have even showed it to people to see their thoughts and they loved the Ono idea. I am happy to call this my final project.