

UNO

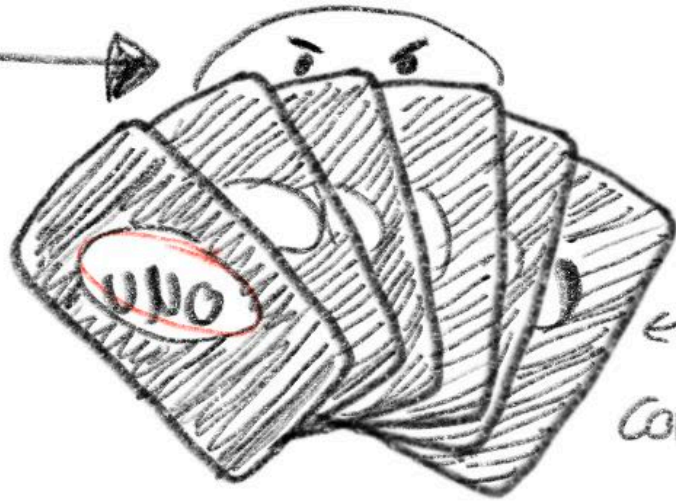
User Interface

Start

Wähle Anzahl Karten!

5
6
7
8
9
10
11

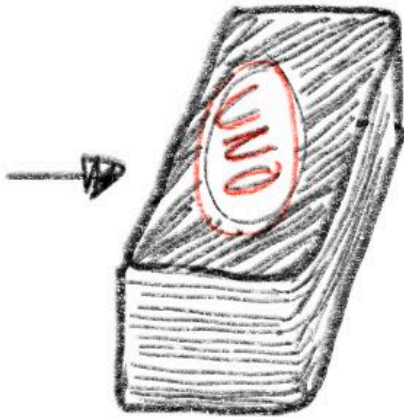
`<div>`
`id=com`



← Gegner/
Computer

`<div>`
`color:string`
`number:number`

`<button>`
`.mathrandom`

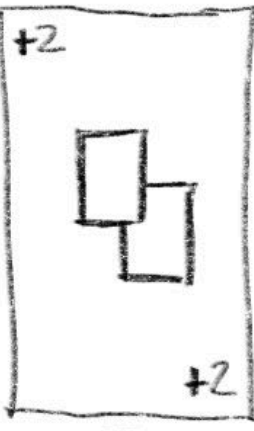
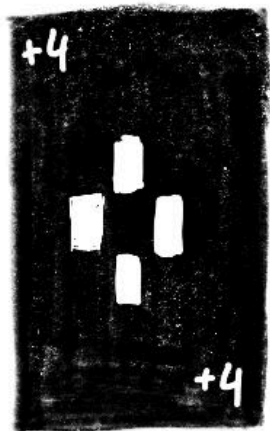


↑
Nachziehstapel



← Ablegestapel

`<div>`
`color:string`
`number:number`



← Eigene Hand
(sortiert nach
Farbe + Zahlen)

`<div>`
`color:string`
`number:number`



`<div>`
`id=player`

`<div>`
`id=vier`
`.math-`
`random`

`<div>`
`id=zwei`
`.math-`
`random`

Anwendungsfalldiagramm

player
😊

start

Kartenanzahl
auswählen

playcard

drawcard

complay

comdraw

end

= 1 Spieler
hat 0 Karten

main

```
let color: string ['y','b','r','g']  
let number: number [1,2,...,9]
```

select Amount

start

play card



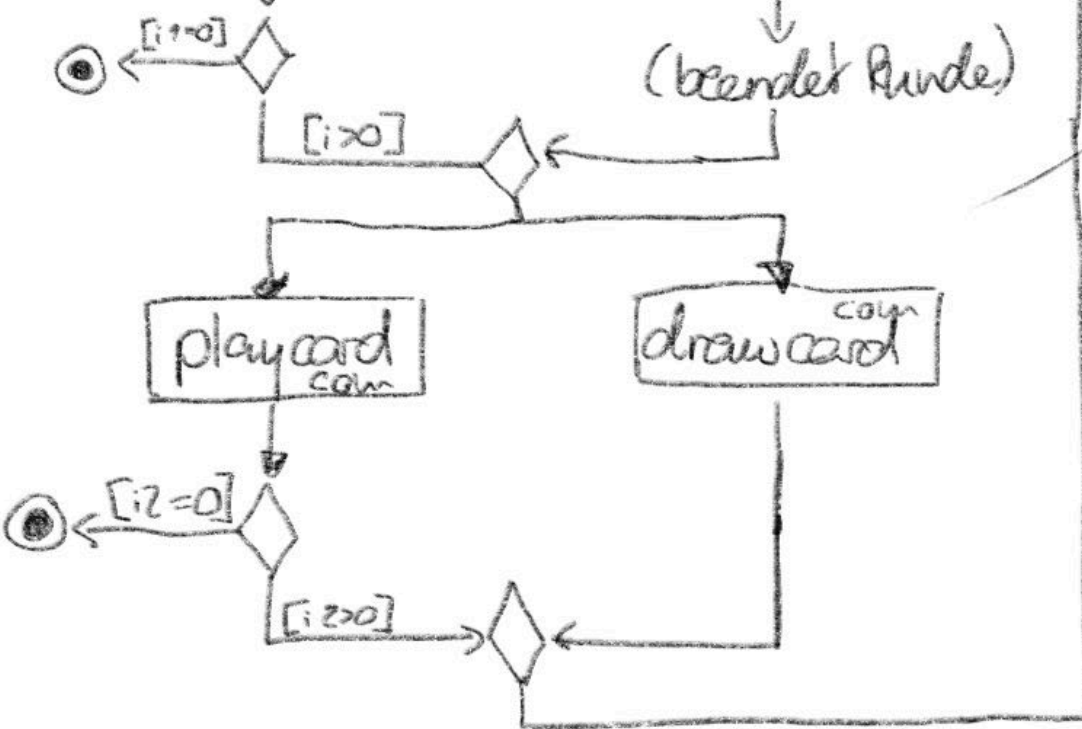
play card

draw card

(beendet Runde)

play card com

draw card com



create card

create HTMLDivElement

appendChild

set Attribute (number
color [Math.floor(Math.random() * 9)])

set Attribute (color
number [Math.floor(Math.random() * 4)])

div style...

draw card



play card if

color || number (player)
==
color || number (com)

true

false

appendChild
mit pos.
Ablage

Ablage
Verweigert

remove child (Karte)
von Hand des player

playerturn = false

i1 -- →

start

Anzahl wählen
5-10

↓ je nachdem

create card * X

i1 = X
i2 = X

play card com

play card

playerturn = true

i2 -- →

