User Guide - UNO
Group 16

At the current moment the server for multiplayer isn't fully implemented so for the mvp we can only support two players on one computer. Only the number cards are implemented, so no special rules.

To start the view, run the App class.
To start playing the game, press the start button and then the display hand button.
To play cards press playCard and give the index (from 1) of the card you want to play. When there's no more legal cards to play, press end turn so it's the next player's turn.

If you can't play a card, you press the draw pile in the middle of the screen. You have to draw until you can play a card. The deck doesn't reshuffle if you use all the cards, an exception will be thrown.

The UNO button is not available for use, as we haven't implemented it yet.
When a player has played all cards on hand, press the end turn button twice to display the winner.
Sometimes the playCard button also has to be pressed twice to work.

Legal moves:
You have to match the card in the Discard Pile either by number or color. For example, 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 are allowed to stack cards of the same number in different colors. If you play a red 4 on the red 8, you are allowed to stack as many 4:s as you have on hand regardless of color.

We also have a terminal view that supports more than two players. It is runnable by starting the Application class. Instructions are in the terminal. This view has more implemented features.