

Final Project Proposal

UNO but worse...

We plan to make a simplistic one-player version of UNO.

The player will play with three bots.

A deck is initialized.

Each player starts with 7 random cards.

The top card from the deck is placed down.

Players take turns placing down cards from their hands that are either the same color or value as the top card of the pile.

Players must draw a card if no card in hand can be placed down.

Special cards:

Reverse: order is changed from clockwise to counterclockwise or vice versa

Add 2/4: next player must draw 2/4 cards unless they put down another add 2/4 card. The add 4 card also functions as a wild card, allowing its user to choose its color. An add 2 card can be placed after an add 4 card only if it matches its color.

Skip: the turn of the next player is skipped

Wild: can be placed whenever and allows its user to choose its color.

A player who does not input "UNO" or "UNO-OUT" when they have 1 card remaining within 3 seconds or when placing down their final card within 5 seconds, respectively, will have to draw a card.

The first player to have no card in their hand is victorious.