Deliverable 3

Project Name: *UNO Card Game*

Team Members: *Nathaniel*

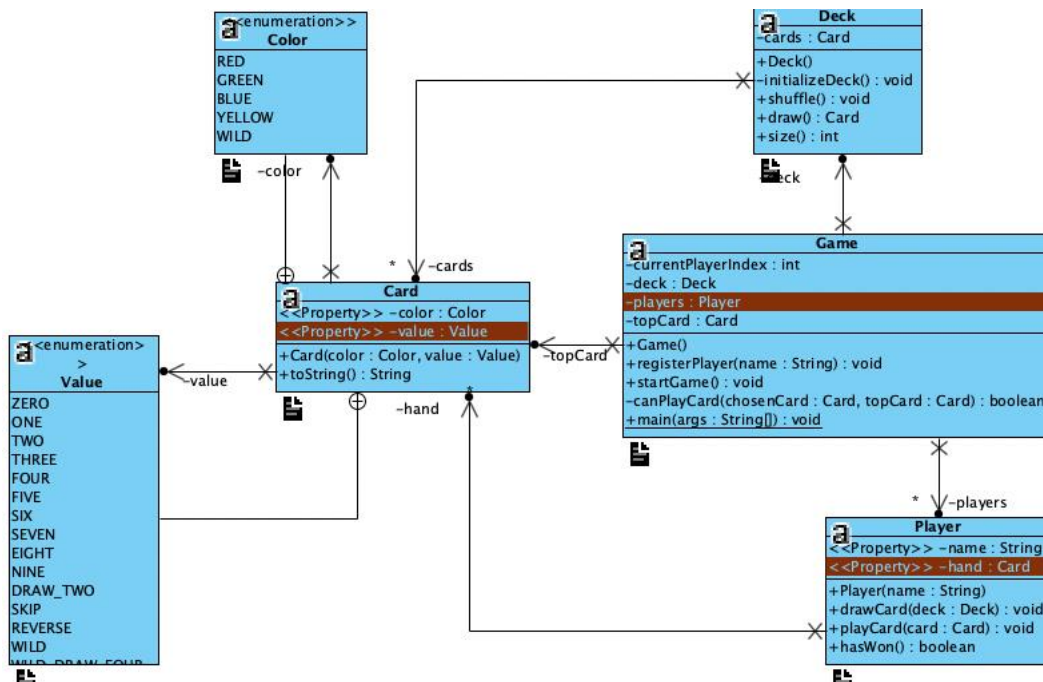**Date:** *August 7, 2024*

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Background

For my project, I chose to create a UNO card game. The main goal was to build a simple game where players can register, draw cards, and take turns playing. I expected to make sure the game was easy to play, while also being flexible enough to handle different situations.

How the game works
The game works with each turn, the current player is prompted to either play a card or draw a card. The top card on the table and the player's hand are displayed, and the player makes their choice. If the card is valid, it is played, otherwise, the player draws a card. The game checks if a player has won or not until a player wins then will end the game.

Class Diagram

Reference to GitHub Repository

Git repository URL: https://github.com/Nathanabra/Uno-Card-Game.git

Conclusion

The UNO card game did what I expected it to do. It successfully implemented the main features, like allowing players to register, draw, and play cards. The game works as intended.