

UNO! V3.3

Version 3.3 Of UNO!
by Samuel Gerunga

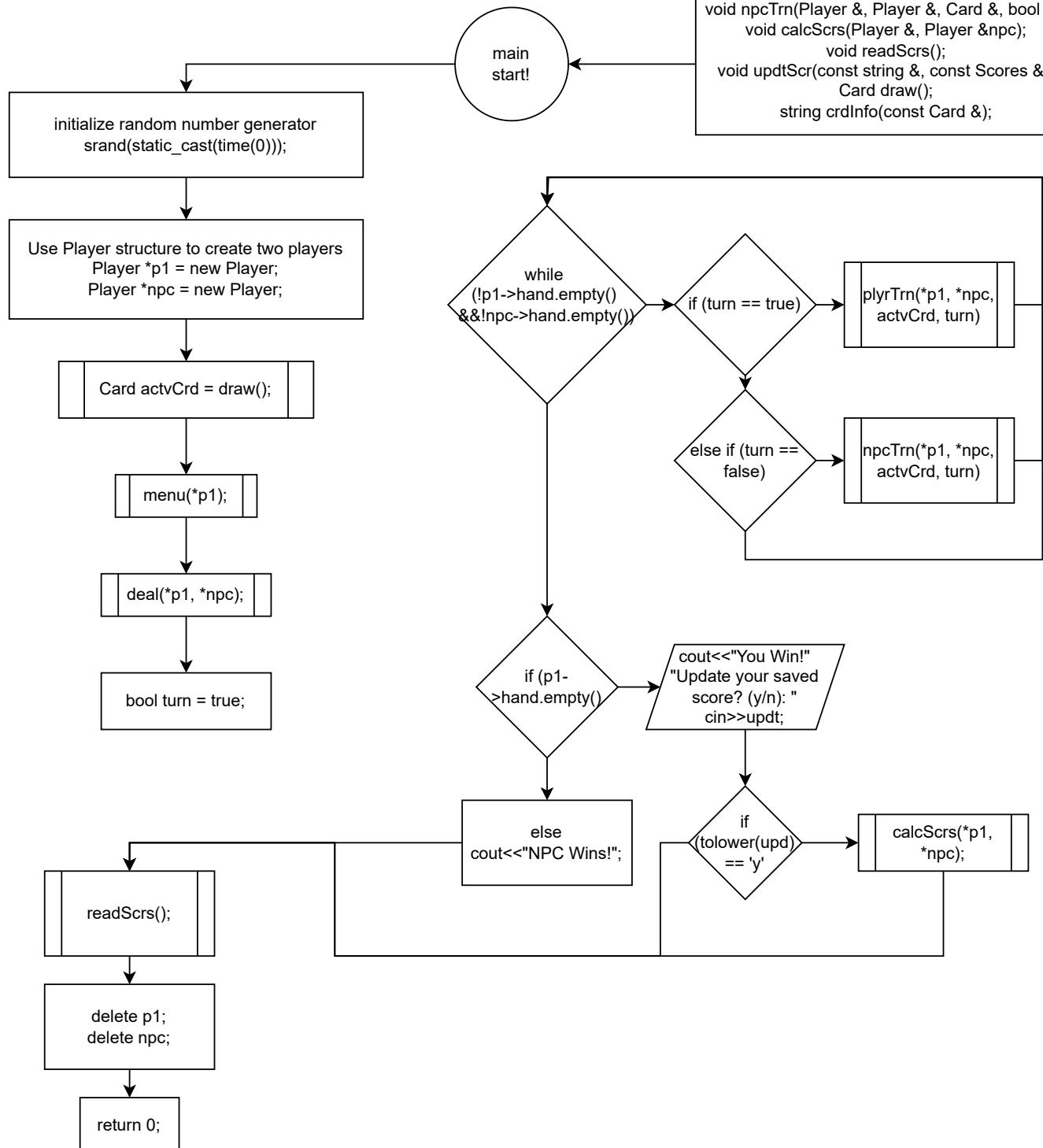
Program modification to use
structures and various other
concepts

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Date: 4/29/25
Purpose: UNO! Game Version
3.3

```
// System Libraries
#include
#include
#include
#include
#include
#include
#include "Player.h"
#include "Card.h"
#include "Scores.h"
using namespace std;
```

```
struct SaveData
{char name[20]; Scores scr};
```

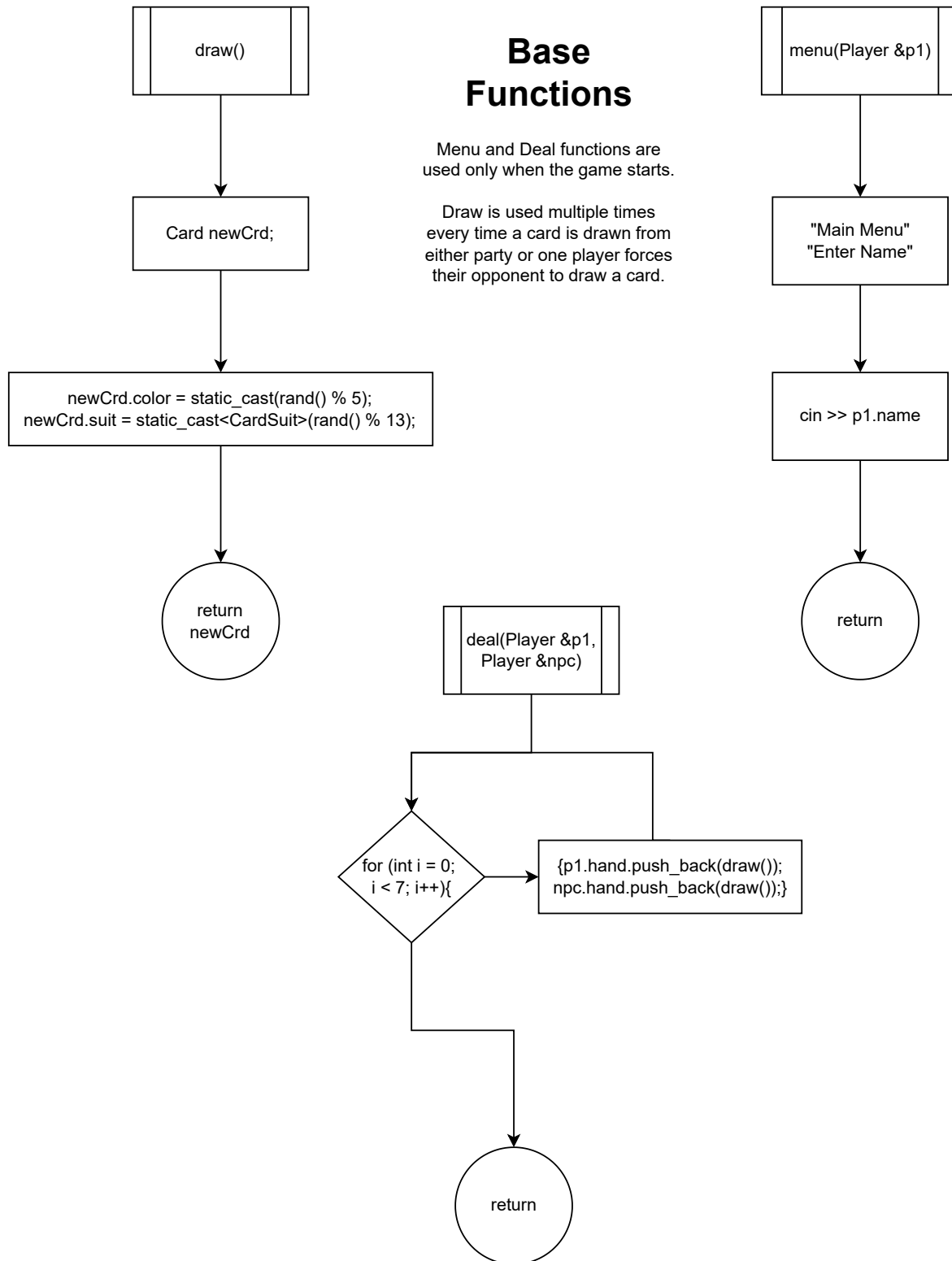
```
void menu(Player &);
void draw(Player &);
void deal(Player &, Player &);
void actvCrd(Card &);
void crdDisp(Player &);
void usrInt(Player &, Player &, Card &);
void play(Card &, Player &);
void plyrTrn(Player &, Player &, Card &, bool &);
void npcTrn(Player &, Player &, Card &, bool &);
void calcScrs(Player &, Player &npc);
void readScrs();
void updtScr(const string &, const Scores &);
Card draw();
string crdInfo(const Card &);
```



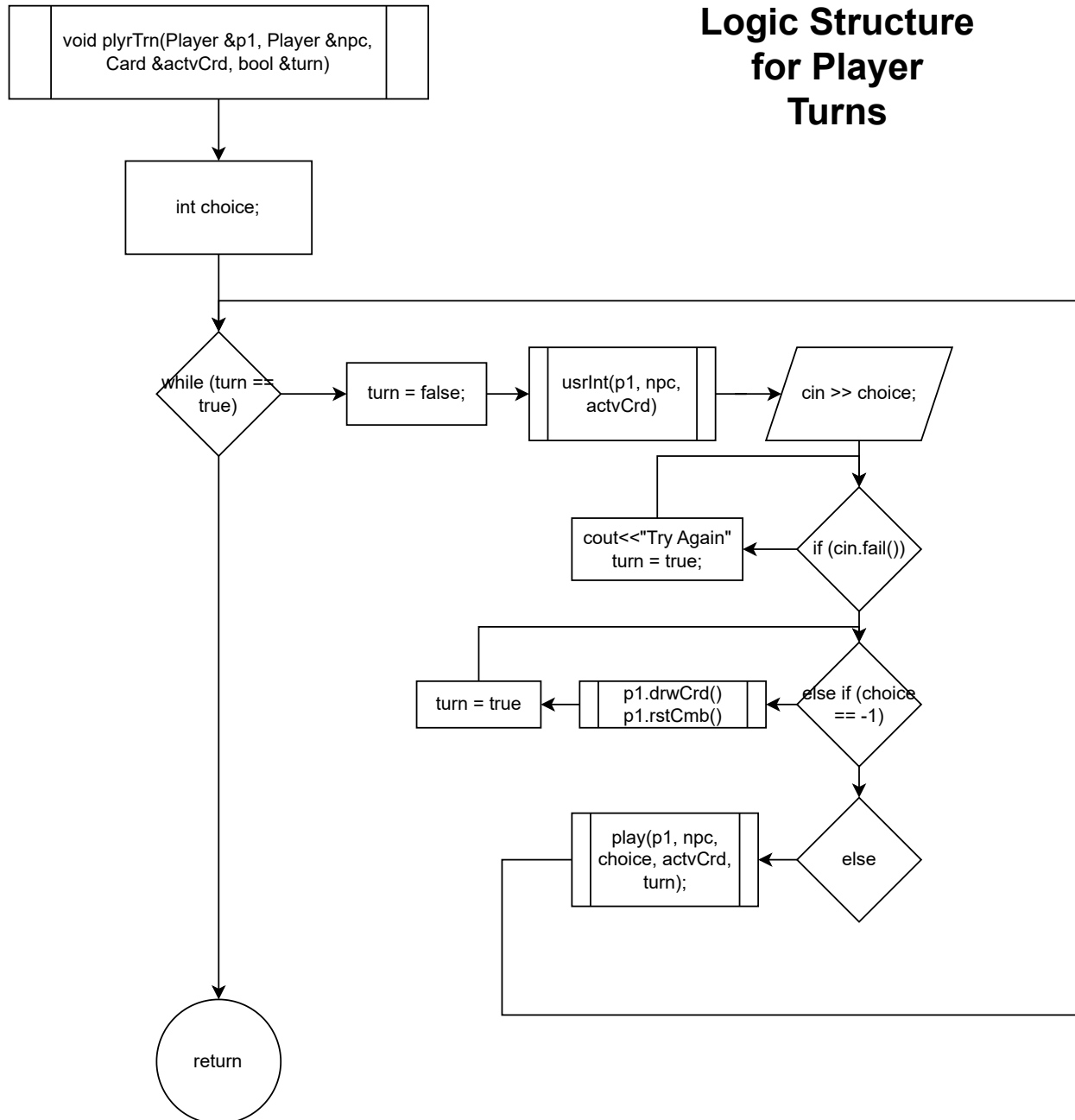
Base Functions

Menu and Deal functions are used only when the game starts.

Draw is used multiple times every time a card is drawn from either party or one player forces their opponent to draw a card.



Logic Structure for Player Turns



Score Functions

Functions include to calculate, read, and update binary files.

