Web3 Course Assignment 2

# Browser-only Uno against bots

Implement an Uno game that works in the browser. It doesn’t need to save to a server or anywhere else. This exercise focuses on developing a user interface.

The following features are required:

* Play one hand of Uno against 1-3 automated players (bots)
* Play an entire game (with score) of Uno against 1-3 automated players
* The play should proceed according to the official Uno rules
* The bots need to play according to the rules as well

Your application should have at least the following screens:

* Game set up
* Play one hand
* State of the game with a button to start next hand
* A game over screen

The bots:

* The bots can play as smart or stupid as you want (but according to the rules)
* The bots should sometimes but not always forget to say Uno
* The bots should sometimes but not always catch when another player forgets to say Uno

Things to consider:

* What is the best way to handle state management?
* What is the best way to design the bots so they can be replaced with an online player later?
* What is the best way to interface with the game rule engine given that it will move online later?

# The required code

The application should be implemented using Vue.js. It can be either Options or Composition API but be consistent.

# The hand-in

* Groups: 2-4 people. Groups can be a mix of members from X and Y class, but remember to write it in the hand-in.
* Hand-in a zip file with the project.