What is it?

It's Uno made with Java!

Beginning Stages

Sudo code and comments of how the player turns work.

```java
if(deck.deck.size() <= 5){  // check if we need to reshuffle
        deck.reShuffleDeck();
}

System.out.println(currentPlayer.getName() + " drew a card");
currentPlayer.playerHand.add(deck.drawTopCard());
// make then draw if they have



// make then draw if they have


    }
// make then draw if they have to

// Card.checkForCardEffects(choosenCard, choosenCard, currentPlayer, deck, currentPlayerIndex, clockWise,
//              players);
```

```java
if (clockWise) { // change to false for reverse
        currentPlayerIndex++;
        if (currentPlayerIndex >= players.length) {
                currentPlayerIndex -= players.length;
        }
} else {
        currentPlayerIndex--;
        if (currentPlayerIndex < 0) { // had to reverse for counter clockwise motion.
                currentPlayerIndex += players.length;
        }

}
return currentPlayerIndex;
```

Player Rotations

Implemented rotation of players using a boolean and if statements.

This was one of the hardest functions to implement. Just adding or subtracting is easy but having both work at the same time upon a condition took some help from the ACE Center.

```
Joe drew a card
Top card is: Red 0
Austin's turn
-1 if you have to draw.
Cards to choose:
0: Green +2
1: Blue 4
2: Red 1
3: Blue 0
4: Yellow 3
5: Red 4
6: Blue 7
```

What is the result?

The game now works! The card randomization makes sure every game is unique. While the card affects such as plus two's or Wilds makes sure the player can keep their winning edge.

To the right is a screenshot of the game running in the console of a IDE.

Made by: Joseph Flores