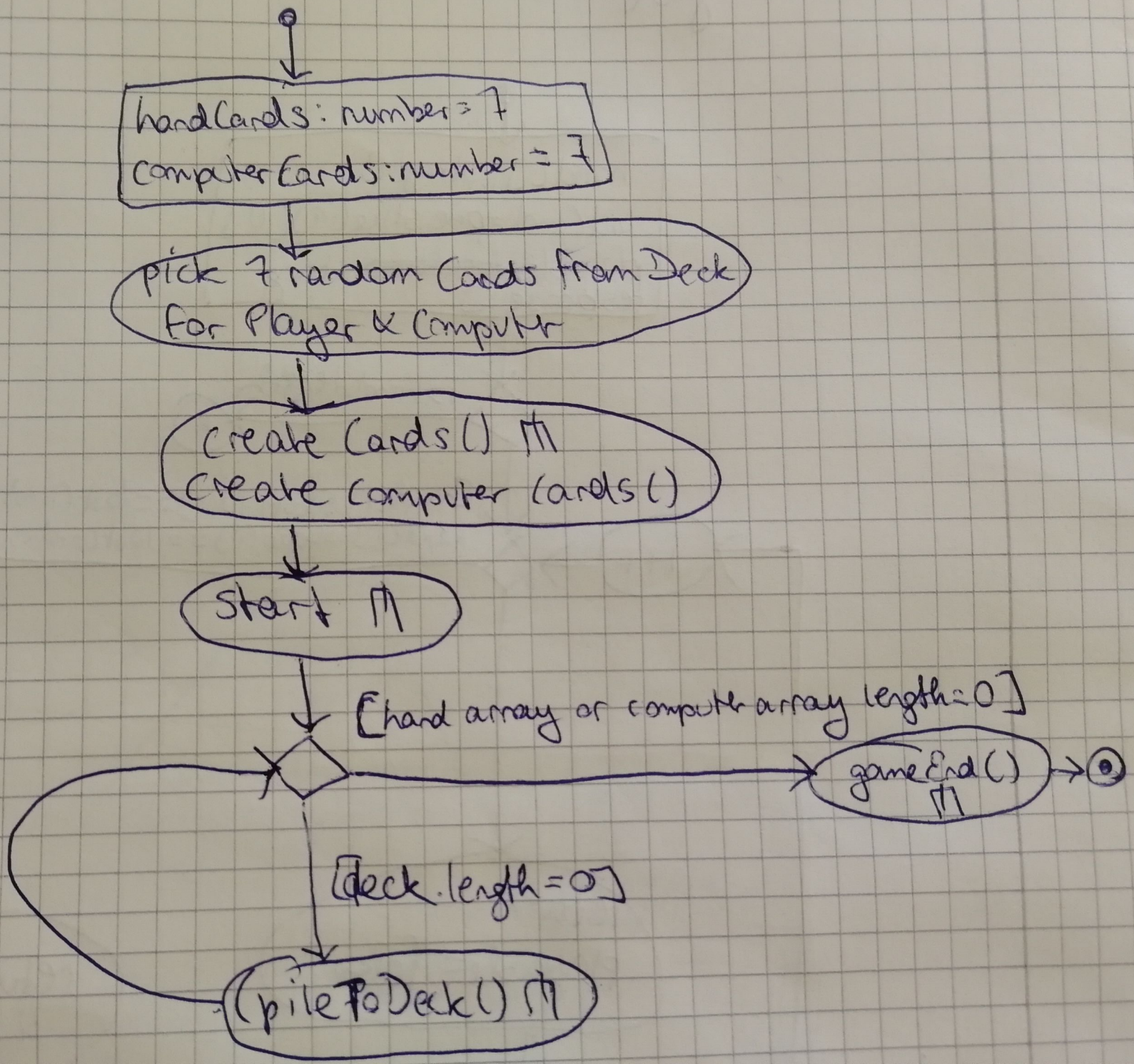
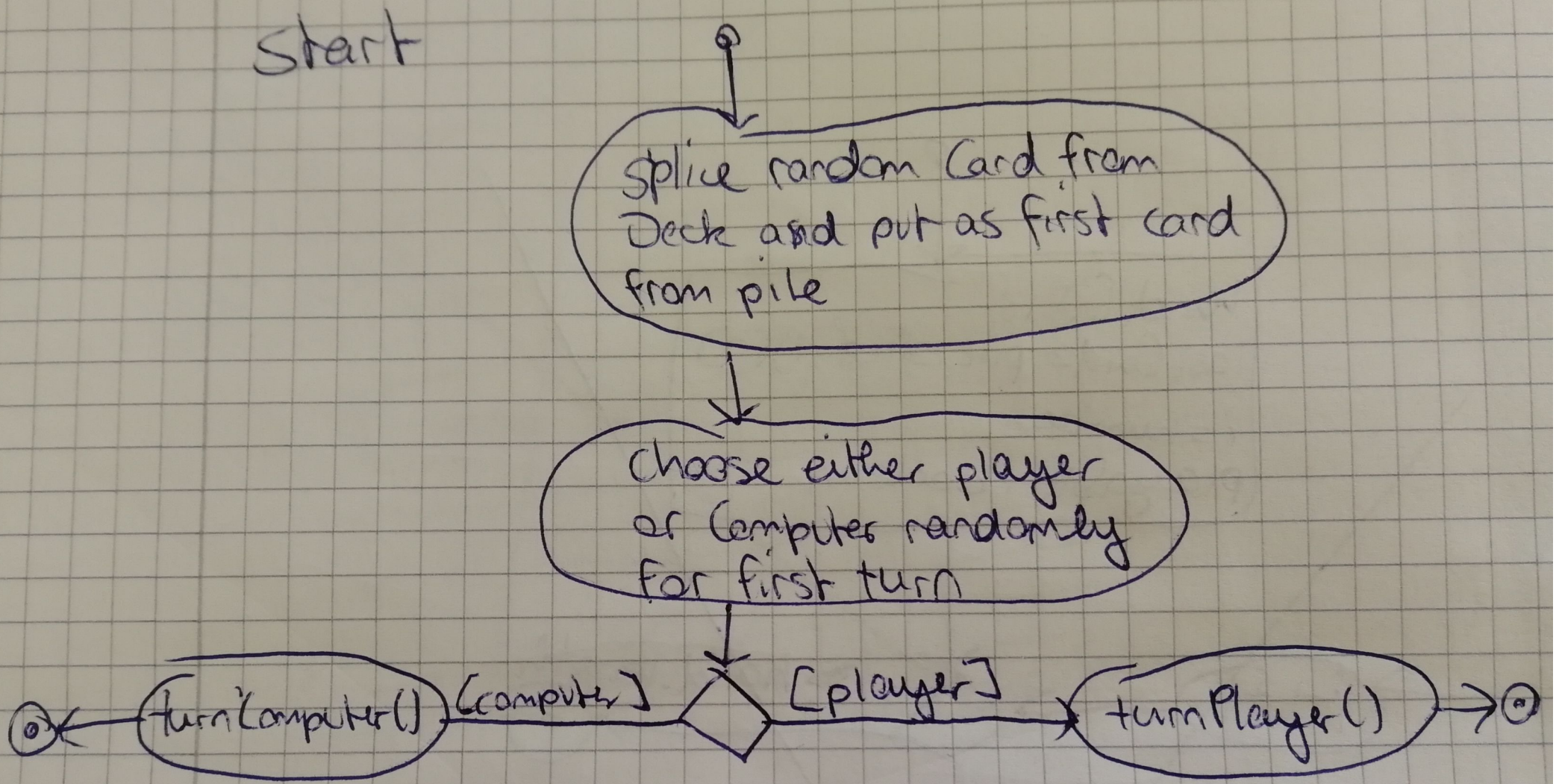
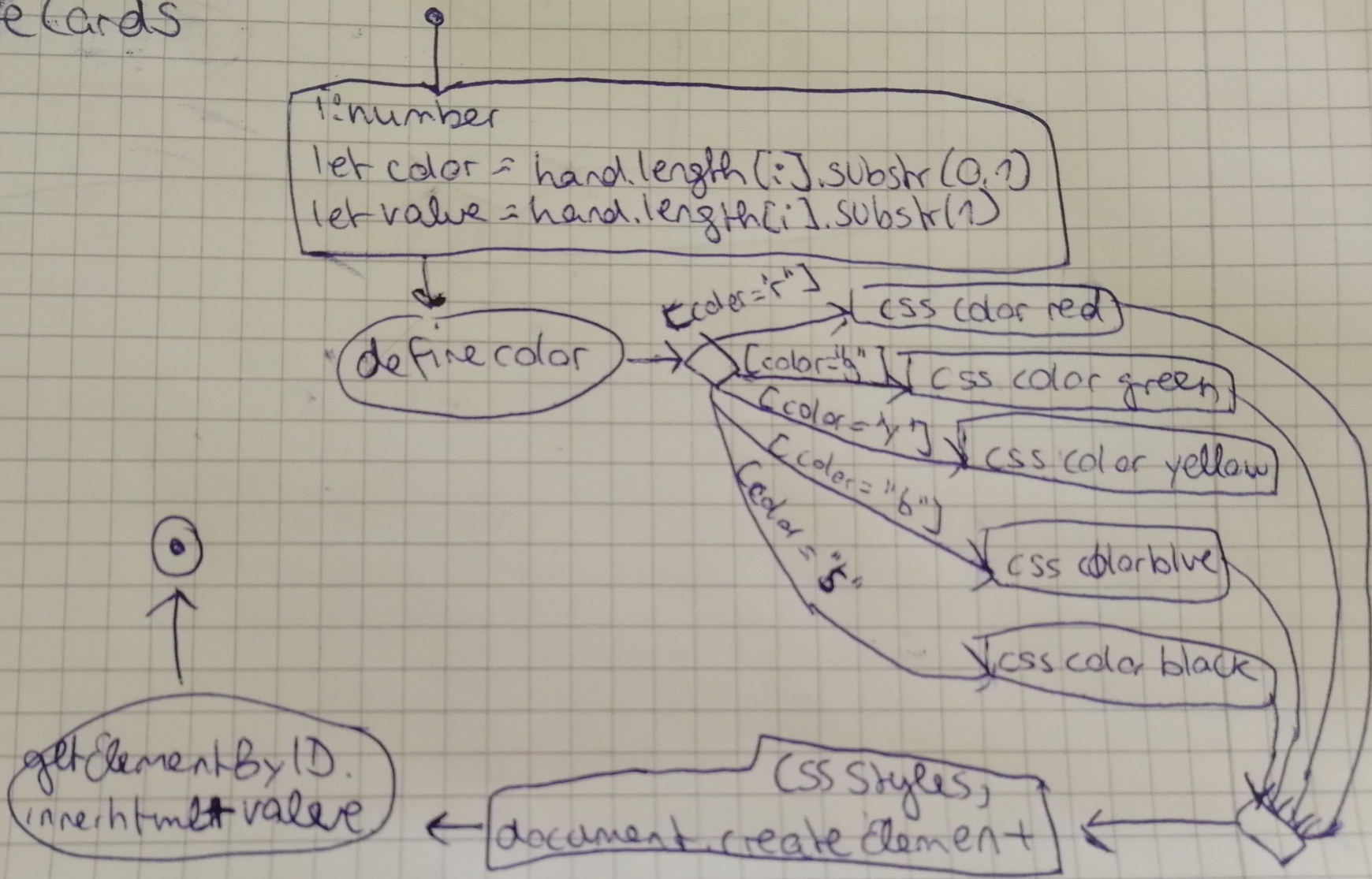
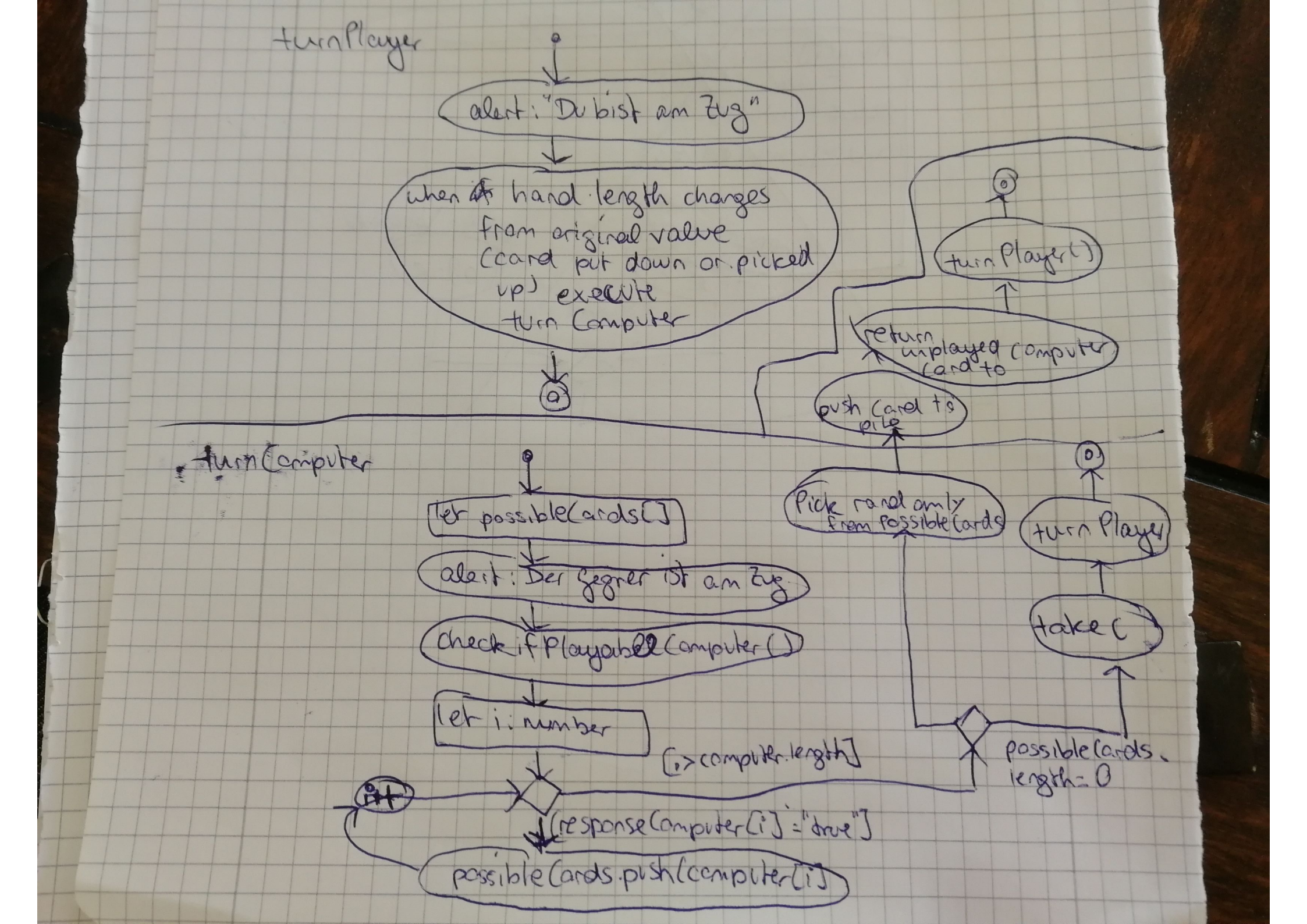
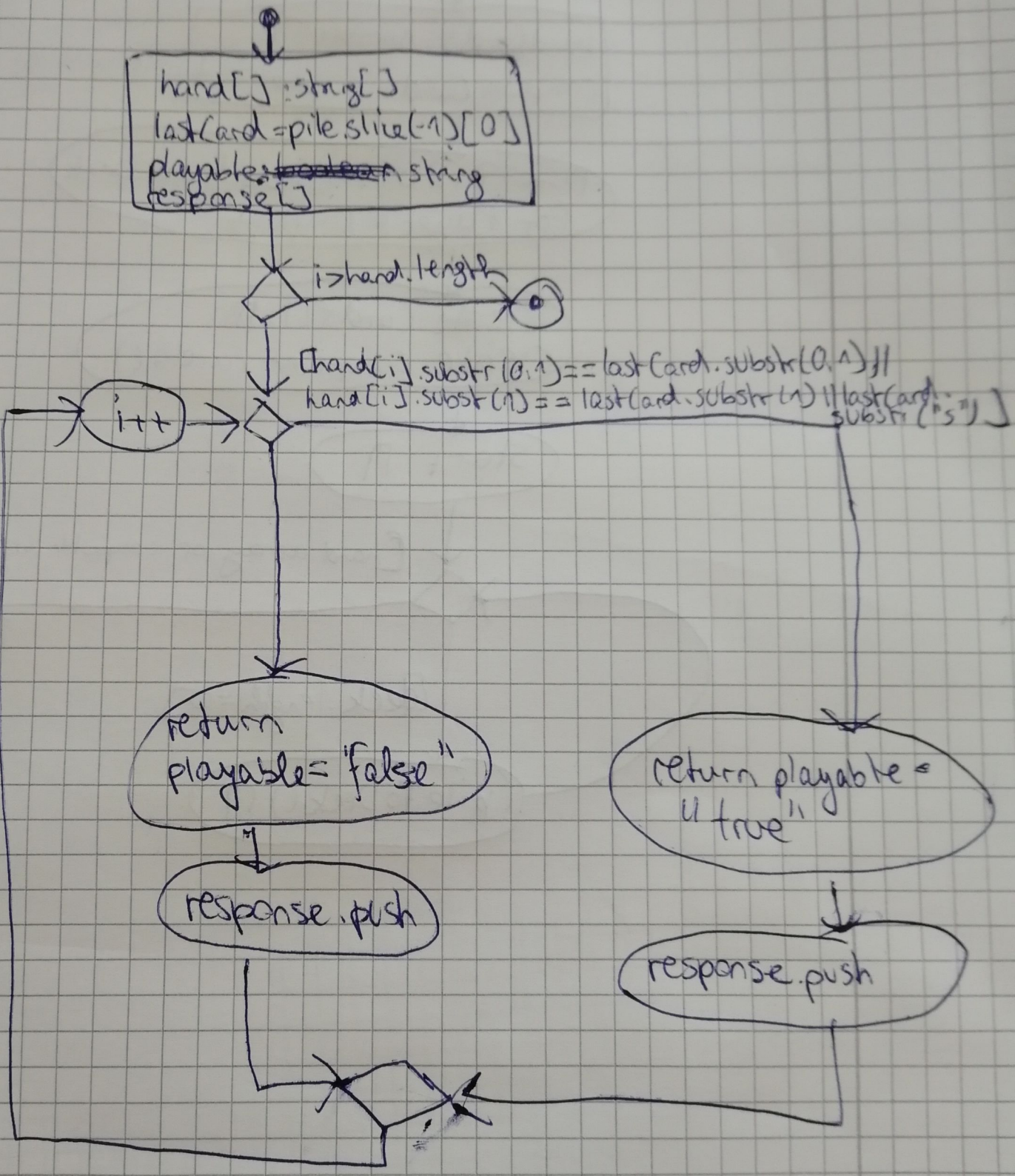
Uno


handCards: number = 7
computerCards: number = 7
pick 7 random cards from Deck for Player & Computer
createCards()
createComputerCards()
start
[hand array or computer array length=0]
gameEnd()
[deck.length=0]
pileToDeck()


start
splice random Card from Deck and put as first card from pile
Choose either player or Computer randomly for first turn
turnComputer()
[computer]
[player]
turnPlayer()

createCards




turnPlayer
alert: "Du bist am Zug"
when hand length changes from original value (card put down or picked up) execute turnComputer
turnPlayer()
return unplayed computer card to
push card to pile
turnComputer
let possibleCards[]
alert: Der Gegner ist am Zug
check if PlayableComputer()
let i: number
[i > computer.length]
[responseComputer[i] = "true"]
possibleCards.push(computer[i]
Pick randomly from possibleCards
turnPlayer
take(
possibleCards.length = 0

checkIfPlayable