

Simplified UNO! for 2



Data structure – Back End

- Card Pile = Array of card objects
- Card object = {
 label: 'Red Three',
 value: 3,
 color: 0,
 image: 'graphics/03.png'
}

Data structure – Front End DOM

- Draw Pile
- Human Player Pile
- Computer Player Pile
- Discard Pile
- Start Button
- Reset Button
- Draw Card Button
- Human Player Cards Array
- Game Message

Flow – Button Event Listeners

Start

- Shuffle
- Deal to Discard Pile, Human Player, Computer Player
- Add event listeners for Human Player cards
- Display piles: Create element & append child

Reset

- Reload page

Draw

- Check if Turn = Human and Game Started
- Check need to draw
- Add card to Human Pile

Human Play (DOM Card Element Event Listener)

