

OS Support

-Windows

-Linux

-Mac OS

IDE

-IntelliJ

Java Test Environment

-JUnit4

Run

Under GameTest file, run all the functions

User Interface examples

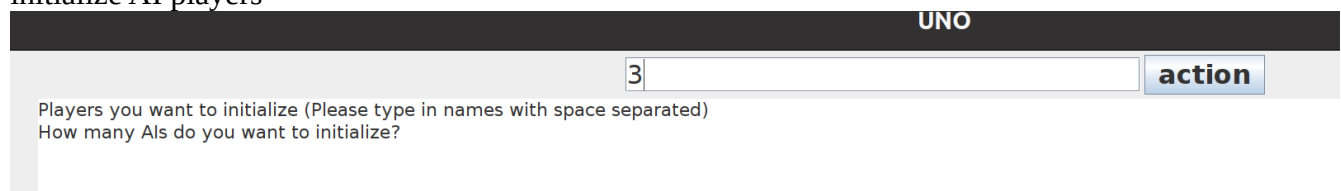
initialize human players



The screenshot shows a window titled "UNO". Inside, there is a text input field containing "abc def ghi" and a blue button labeled "action". Below the input field, a message reads: "Players you want to initialize (Please type in names with space separated)".

type in human names with space separated

initialize AI players



The screenshot shows a window titled "UNO". Inside, there is a text input field containing the number "3" and a blue button labeled "action". Below the input field, two messages are displayed: "Players you want to initialize (Please type in names with space separated)" and "How many AIs do you want to initialize?".

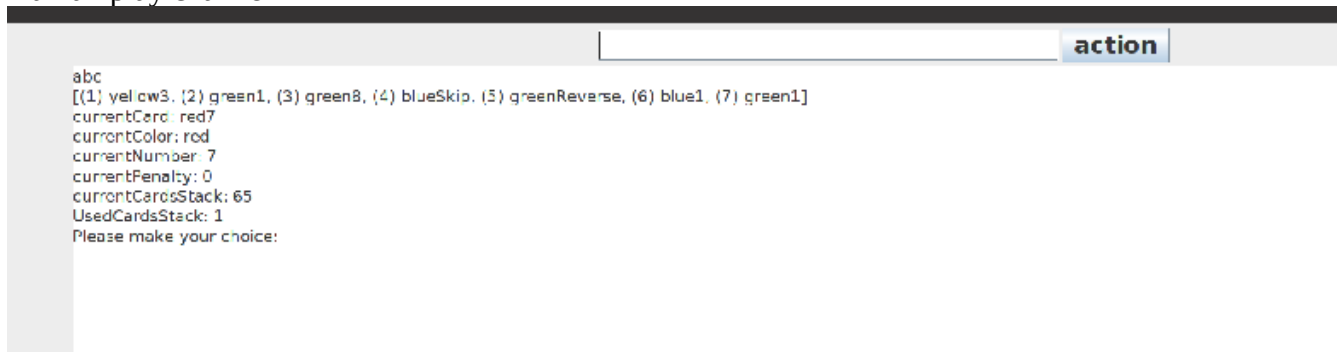
If you want to add AIs, type in their total number. Otherwise, type in 0

AI automatic play



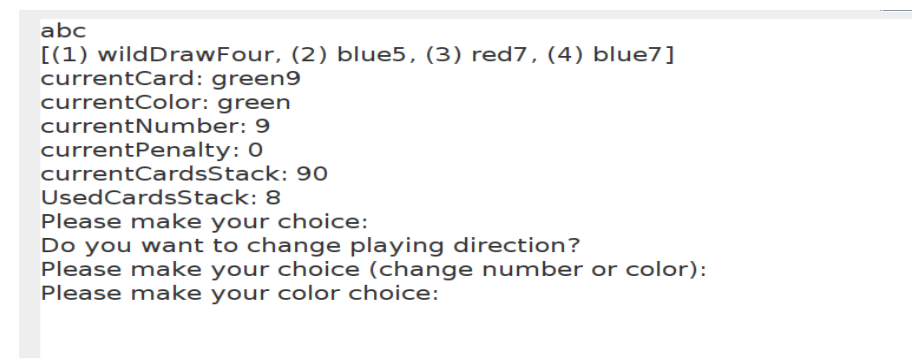
This is how AI automatically chooses their card.

Human play channel



Human play channel shows the currentCard, its color, number. Also, currentPenalty, number of cards left in currentStack and UsedStack are also shown.

Color Change



Since I added two custom function for **Wild Card (Allow it to reverse and allow changing number)**, the color change shot is as above.

draw card

UNO

draw

action

abc
[(1) yellow3, (2) green1, (3) green8, (4) blueSkip, (5) greenReverse, (6) blue1, (7) green1]
currentCard: red7
currentColor: red
currentNumber: 7
currentPenalty: 0
currentCardsStack: 65
UsedCardsStack: 1
Please make your choice:

Click on “draw” to draw card, and it will automatically decide whether to put out this card or not.

Game over
This is the
game over
status.

AI No. 1 wins