Precisely-Writing Assignment for Information Developer

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Assignment 1

Question 2 – Write a User Assistance Document on any recent game you have played.

I have recently played online UNO! and I have made a document on the game.

User Guide

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Introduction

Uno is a shedding type card game played with a deck of cards which are specially printed with numbers and symbols. The game is branded by Mattle. The was developed by Merle Robbins in 1971. The aim of the game is to be the first player to score 500 points by being the first player to play all of one's card and scoring points against the cards other players have in their hand. Uno does not have an age group for playing.

Uno is available on various online platforms as well. For example, mobile and desktop.

Note: This document covers information online Uno especially the mobile version.

Downloading the game

The game is available on both Android and iOS platform.

Downloading on Android platform

- Go to **PlayStore**.
- Type Uno in the search field.
- Choose the game from **Mattle163 Limited**.
- Click **Install**.

Downloading on iOS platform

- Go to **Apps Store**.
- Type Uno in the search field.
- Choose the game from **Mattle163 Limited.**
- Click **Install**
- Verify your **Apple ID**.

Note: You need to have 217 MB of storage to install this game.

Gameplay

Objective
The first player to play all of the cards in their hand in each round scores points for the cards their opponents are left holding. The first player to score 5OO points wins the game.

Setup
Each player draws a card. Player with the highest point value is the dealer. Shuffle the deck. Each player is dealt 7 cards.

Place the remaining cards facedown to form a DRAW pile. Turn over the top card of the DRAW pile to begin a DISCARD pile. If the top card is a Wild or Wild Draw 4, return it to the deck and pick another card. For all other cards, see directions that follow.

List of Cards
108 cards as follows:

- 19 Blue cards - O to 9
- 19 Green cards - O to 9
- 19 Red cards - O to 9
- 19 Yellow cards - O to 9
- 8 Skip cards - 2 each in Blue, Green, Red and Yellow
- 8 Reverse cards - 2 each in Blue, Green, Red and Yellow
- 8 Draw 2 cards - 2 each in Blue, Green, Red and Yellow 4 Wild cards
- 4 Wild Draw 4 cards

Functions of Special cards
- **Draw 2 Card** - When you play this card, the next person to play must draw 2 cards and forfeit his/her turn. If this card is turned up at the beginning of play, the first player must draw two cards. This card may only be played on a matching color or on another Draw 2 card.

- **Reverse Card** - This card reverses direction of play. Play to the left now passes to the right, and vice versa. If this card is turned up at the beginning of play, the player to the right now plays first, and play then goes to the right instead of left. This card may only be played on a matching color or on another Reverse card.

- **Skip Card** - The next person in line to play after this card is played loses his/her turn and is "skipped." If this card is turned up at the beginning of play, the first player (the player to the left of the dealer) is skipped. This card may only be played on a matching color or on another Skip card.

- **Wild Card** - When you play this card, you may change the color being played to any color (including the current color) to continue play. You may play a Wild card even if you have another playable card in hand. If this card is turned up at the beginning of play, the person to the left of the dealer chooses the color to begin play and plays the first card.

- **Wild Draw 4 Card** - This card allows you to call the next color played and requires the next player to pick 4 cards from the DRAW pile and forfeit his/her turn. However, there is a hitch! You can only play this card when you don't have a card in your hand that matches the color of the card previously played. If turned up at the beginning of play, return this card to the deck and pick another card. Note: A Player may play a "Wild Draw Four" card even if they have a matching number or word card of a different color in their hand. If you suspect that a player has played a Wild Draw 4 card illegally, you may challenge them. A challenged player must show his/her hand to the player who challenged. If the challenged player is guilty, he/she must draw the 4 cards. If the challenged player is not guilty, the challenger must draw the 4 cards, plus 2 additional cards. Only the person required to draw the 4 cards can make the challenge.

Rules

Player to the left of the dealer plays first. Play passes to the left to start. Match the top card on the DISCARD pile either by number, color or word. For example, if the card is a Green 7, you must play a Green card or any color 7. Or, you may play any Wild card or a Wild Draw 4 card. If you don't have anything that matches, you must pick a card from the DRAW pile. If you draw a card you can play, play it. Otherwise, play moves to the next person. Before playing your next to last card, you must say "UNO." If you don't say UNO and another player catches you with just one card before the next player begins their turn you must pick FOUR, more cards from the DRAW pile. If you are not caught before the next player either draws a card from the DRAW pile or draws a card from their hand to play, you do not have to draw the extra cards. Once a player plays their last card, the hand is over. Points are tallied (see Scoring section) and you start over again

If you forget to say, "UNO" before your card touches the DISCARD pile, but you "catch" yourself before any other player catches you, you are safe and not subject to the 4- card penalty.

You may not catch a player for failure to say "UNO!" until his/her second-to-last card touches the DISCARD pile. Also, you may not catch a player for failure to say it after the next player begins his/her turn. "Beginning a turn" is defined as either drawing a card from the DRAW pile or drawing a card from your hand to play.

If the last card played in a hand is a Draw 2 card or Wild Draw 4 card, the next player must draw 2 or 4 cards, depending upon the card played. These cards are counted when points are totaled.

If no one is out of cards by the time the DRAW pile is depleted, reshuffle the DISCARD pile and continue play.

Scoring
If you are first to get rid of all your cards, you get points for the cards left in the other players hands. Use the included score pad to record your score after each hand. Each card is worth the following:

Type of Card	Points
All number cards (0-9)	Face Value
Draw 2	20 Points
Reverse	20 Points
Skip	20 Points
Wild	50 Points
Wild Draw 4	50 Points

The WINNER is the first player to reach 500 points. However, the game may be scored by keeping a running total of the points each player is caught with at the end of each hand. When one player reaches 500 points, the player with the lowest points is the winner.

Document references

Description	References
Uno! Rules and Gameplay	Mettel163 Limited

Ironstream for Splunk® Feature List

What is Ironstream?

Ironstream is the industry's leading automatic forwarder of z/OS mainframe log data and IBM i machine data to Splunk Enterprise. Mainframe and IBM i data forwarded by Ironstream can be merged with other machine data from across an organization's IT infrastructure to support enterprise-wide IT Operations Analytics (ITOA), Security Information and Event Management (SIEM) and IT Service Intelligence (ITSI).

Ironstream is the first and only technology specifically designed to provide real-time, mainframe operational and security insights through the Splunk Enterprise platform.

What Ironstream does?

Ironstream makes it easy and cost-effective for organizations to get a real-time, 360-degree view of their IT infrastructure.

- **Less complexity** breaks down silos and seamlessly integrates with Splunk for a single view of all your systems, with no mainframe expertise required
- **Clearer, more precise security information** with complete visibility into enterprise wide security alerts and risks for all systems
- **Healthier IT operations** because anomalies in the IT environment are accessible for analytics and diagnosis along with the information coming from other platforms
- **Better problem-resolution management** with real-time access to data so you can act fast
- **Higher operational efficiency** enabled by advanced filtering of records, utilization of zIIP processors, and data loss protection.
- **Visibility into cross-platform transactions** to monitor and improve IT service delivery and application performance.
- **Integrates with Splunk Enterprise Security** ensuring that mainframe security information is correlated and displayed alongside security data from distributed platforms in all Enterprise Security dashboards
- **Integrates with Splunk IT Service Intelligence** ensuring that the KPIs for mainframe components including CICS and

DB2 are mapped to critical business services for total visibility into IT service delivery
- **Ironstream Mainframe Data Model** helps Splunk users typically not mainframe experts – better understand mainframe logs and how to integrate them with other data for a more complete view of their IT Operations.
- **Ironstream API** enables COBOL, REXX, and Assembler applications to directly forward application data to an analytics platform for enhanced visualization of application information.
- **zIIP Processors** utilized to reduce CPU consumption and minimize overhead associated with capturing and forwarding data to analytics platforms.
- **Logstream SMF collection** enables asynchronous collection of SMF data in high transaction rate systems to ensure application performance and low latency.

Features of Ironstream for Splunk®

- Collect critical mainframe log data, such as SMF records, SYSLOGs, Log4j files, USS files.
- Securely forward into Splunk Enterprise for real-time operational intelligence.
- Correlate operational data from z/OS systems with machine data from other platforms.
- Scale to billions of records with minimum impact.

Splunk customers can use Ironstream for these common use cases and more:

- Security. Identify unauthorized mainframe access and potential security risks by accessing RACF, ACF2 and Top Secret.
- Operational Health Management. Create real time alerts for DB table deadlocks and exhausted resources. Monitor CICS/DB2 transaction system performance – latency, transactions per sec, exceptions and more
- Problem Resolution Management. Minimize or prevent downtime due to operational or system failures.
- Support for IBM I data sources: OS, Message Queue Data, System Audit Journal, QHST, System preference Data and many more.