🎲 Slide 1: Title Slide (For Kevin)

Script:

> *"Picture this — it's game night. You've got your friends online, the mood is hype… but you're stuck scrolling through the same old games again."*
>
> *Now imagine UNO Flip — but reimagined, digitized, and remixed.*
>
> *We're proud to present **UNO Flip Remix**, the first polished digital version of the classic UNO Flip card game — complete with multiplayer, strategic AI, slick animations, and a flipping mechanic that keeps everyone on their toes.*
>
> *This isn't your standard Uno. You're not just playing cards… you're flipping between light and dark worlds. You're dodging Draw 5s. You're calling UNO at just the right moment to survive.*
> *And just when you think you've got the upper hand — BOOM — someone plays a Flip card.*
> **It's your worst enemy.**
> *Your whole hand changes, your strategy vanishes, and suddenly you're staring at a dark deck full of pain.*
>
> *And now — you can do it all from your laptop.*
>
> *We built this experience from the ground up — a full game, tested, animated, and playable right now. Our goal? To bring people together for fun, fast-paced, unpredictable matches — with all the chaos of Uno Flip, and none of the hassle of counting cards or dealing decks.*
>
> *So whether you're competitive, casual, or just love shouting "UNO!" at your friends... this is your new go-to game.*

Slide 2: Meet the team - each person introduce their names

Slide 3: Roadmap - Kevin

🎯 Slide 4: Project Goal (For Kevin)

Script:

"We set out to solve a simple but surprising problem: There's no good digital version of UNO Flip. The UI design is poor, the gameplay is clunky — and we found that it lacks capturing the chaos and joy of the real game."

> *At first, we ambitiously set out to make a fully immersive **3D Uno Flip experience** — like, cards flying at you in real time, dramatic lighting, you know, all that pzazz.*
> *Then we realized… it added zero value, made everything harder to test, and melted our laptops.*
> ***So we flipped that idea out of the deck real quick.***
>
> *So, "What's the solution?.'*
> *A sleek Unity game with full support for AI opponents, card animations, smooth networking, and yes — the Flip mechanic that keeps players on their toes."*

Slide 5: Live Demo - explain what's happening in the videos
Slide 6: Design Process - mingyang's part
Slide 7: Comparisons to competitors - jianhao's part
Slide 8: Story - From Zero to Flip - zain's part

📈 Slide 9: SRS Alignment & Core Goals (For Kevin)

Script: "When we designed UNO Flip Remix, we didn't just build a game — we built it by the book. And that book was our SRS.

Everything you see today is grounded in three core pillars from that document — and yes, we actually followed it."

Multiplayer Synchronization:

"We made sure that when you play with friends, it *actually* feels like you're playing together.

It's real-time, turn-based multiplayer with minimal latency — thanks to reliable TCP communication.

No laggy turns, no double plays — just smooth, synced-up chaos, like the real thing."

Accurate Rule Enforcement:

We strictly enforce all Flip-side rules — wilds, reverses, even the Flip card itself.

Illegal moves? Blocked. Helpful UI prompts? Built-in. And yes — everything in the game flips."

Strategic AI Gameplay

"Our AI isn't just picking random cards. It plays smart. It holds wilds, reacts to threats, and yes — it calls UNO properly. It's not machine learning, but it is unreasonably competitive. So if you lose to the AI… that's between you and the flip gods."

🔧 Slide 10: Technical Specs (For Kevin)

Script: "We built the game in Unity using C#. For networking, we used a TCP server setup for minimal latency.

The AI is rule-based but surprisingly sneaky — it can even bait you with cards."

Slide 11: Usability Testing - mingyang's part
Slide 12: GenderMag Analysis - jianhao's part

📃 Slide 13: Project Qualities (For Kevin)

Script: "Let's talk quality:

- **Portable** — works on Mac, PC, and potentially mobile.
- **Low-Cost** — we used only free tools.
- **Installable** — setup is painless.
- **Performance** — optimized for a smooth experience,on all hardware."

🧪 Slide 14: Testing & Validation (For Zain)

Script: "Testing was huge for us. We built 50+ unit tests covering core components like GameManager, Deck, AIPlayer, and Cards.

Over 71.8% code coverage. Every bug we crushed made the game better."

Slide 15: Impact and Key Takeaways (For Kevin)

Script:

“So, what did we walk away with at the end of this project? A lot more than just a passing grade.”

Engaging Gameplay:

> “First — we delivered a polished, exciting UNO Flip experience. It’s fast, chaotic, competitive… and honestly, just fun.

Technical Challenge:

> “Under the hood, it’s a full-stack Unity project. We implemented networking, rule enforcement, AI strategy, and custom animations —
>
> all while juggling the madness of the Flip mechanic. This wasn’t just coding… it was solving problems, nonstop.”

Practical Skills:

> “And finally, this project pushed us to level up. We used Unity, C#, Git, VS Code, Jira, and full testing pipelines — tools and workflows we’ll actually carry into the workforce.

Slide 16: Disadvantages and Future Work - zain’s part

Slide 17: Conclusion and Questions - zain’s part (since you’re already talking)