

UNO Flip Remix User Guide

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April 4, 2025

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1 Introduction

1.1 Purpose

This document is intended to served as the user guide for UNO Flip game developed by Team 24 from SFWRENG 4G06A/B captstone course. UNO Flip Remix is a digital version of the classic Uno Flip card game, which is known for its fun and competitive gameplay involving flipping between light and dark card decks. This version aims to preserve the original rules of Uno Flip while adding meaningful strategic improvements and accessible gameplay experiences.

1.2 Scope

This user guide covers the installation, setup and usage for the user of the game. It details the process of download, multiplayer connection, the rule of the game, and the basic user interface operations.

2 Installation

To set up the system, follow these steps:

1. Install visual studio
2. Clone our repo and open through unityhub
3. Open Network UNO Card Game TCP Server in visual studio and run the code cmd will open automaticlly
4. open folder UNOFlip through unityhub
5. (if it's your first time to run the code you may need to bulid first)
6. Make sure you have a stable internet connection
7. Make sure the player you want to match is connected to the same network (This include WiFi, Wired connection)
8. Open the file you just build
9. Then you can play with other people using the same server.

10. Open the game executable file and enjoy the game!

3 Usage

3.1 Login

1. After the game is launched (as shown in [Figure 1](#)), click "Start" button on the main screen
2. In the box prompted (as shown in [Figure 2](#)), enter the name you want other players to see.
3. You will appear online. If someone is also finding an opponent, you will be matched with that player

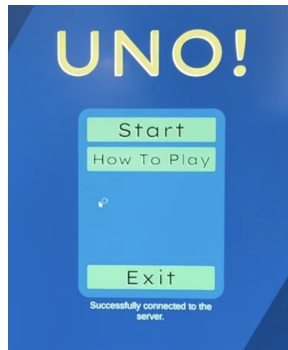


Figure 1: Main Screen

3.2 Match with Other Players

1. After the game is launched, click "Start" button on the main screen (as shown in [Figure 1](#)).
2. In the box prompted, enter the name you want other players to see (as shown in [Figure 2](#)).
3. If there is another player available, there will be a box prompting the name of the other player (as shown in [Figure 3](#)). Click "Play Game" to start playing game with that player.

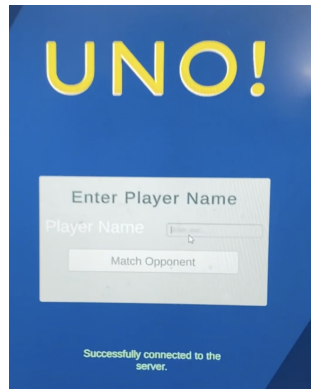


Figure 2: Player Match Dialogue Box

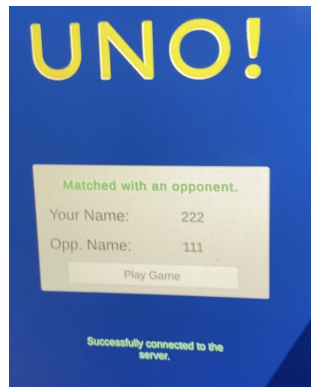


Figure 3: Player Match Successful Dialogue Box

3.3 Playing the game

- In the game screen (as shown in [Figure 4](#)), the cards shown on the lower middle is your card.
- There will be two rows: The first row is the dark side of all the cards, the second row is the light side of your cards.
- Simply click on the card to play.
- The bar on the bottom of the screen shows the turn of current player.
- The number beside each card symbol shows how many cards each player has left.

- Click on the "UNO" button when you want to tell other people it is the time for UNO. This usually happens when you have one card left.



Figure 4: Main Game Screen

3.4 End of the game

- When the game end, there will be a dialogue box (as shown in [Figure 5](#)) telling you either you win or lost the game.
- Click on "Exit" to exit the game, and "Restart" button to restart the game.

4 Troubleshooting

4.1 Common Issues

- **Cannot connect to the server:** Check your internet connection, or check if the server is already running.
- **The other player does not show up:** Check if the other player has already log into the system and connect inside the same network with you.

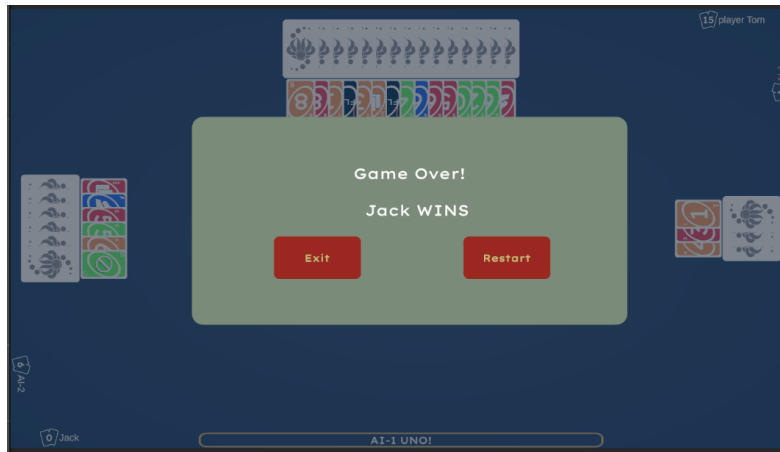


Figure 5: Main Game Screen

- **The game does not synchronize well:** Check if your internet connection is stable.
- **The game froze:** Maybe the internal issue of the game. Please leave us feedback about where and when it happens.

5 Update

- Check out GitHub for new releases
- Follow the instruction listed in the README.md file to update

6 Acknowledgment

Our team would like to thanks all of our customers for your support and feedback. Your feedback is the source of power for the maturity and prosperity of our game. We hope our game would bring you joy and make your life better!