

Aufgabe 2 - Mini Uno

~~Wertesetzdiagramm~~

Spieler vs. Computer

- Ablegestapel
- Ziehstapel
- Handkarten des Spielers
- Computer Handkarten verdeckt
- Anzahl der Handkarten kann Spieler eingeben
- Danach bewegt sich erst alles andere auf

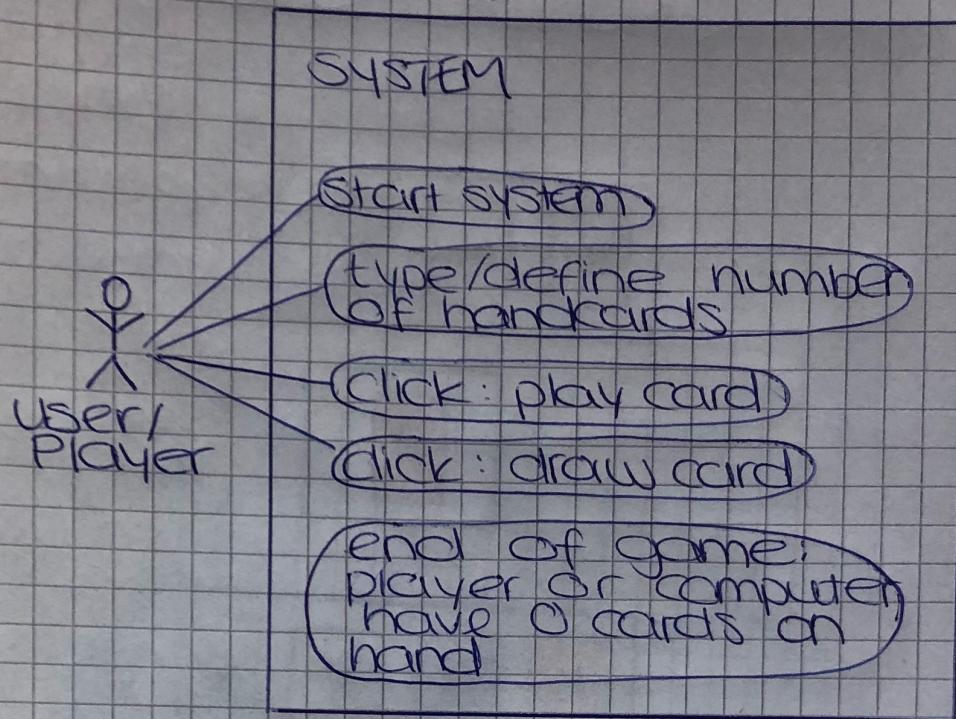
Karten: Zahlen + 4 Farben

0-9 rot, grün, blau, gelb

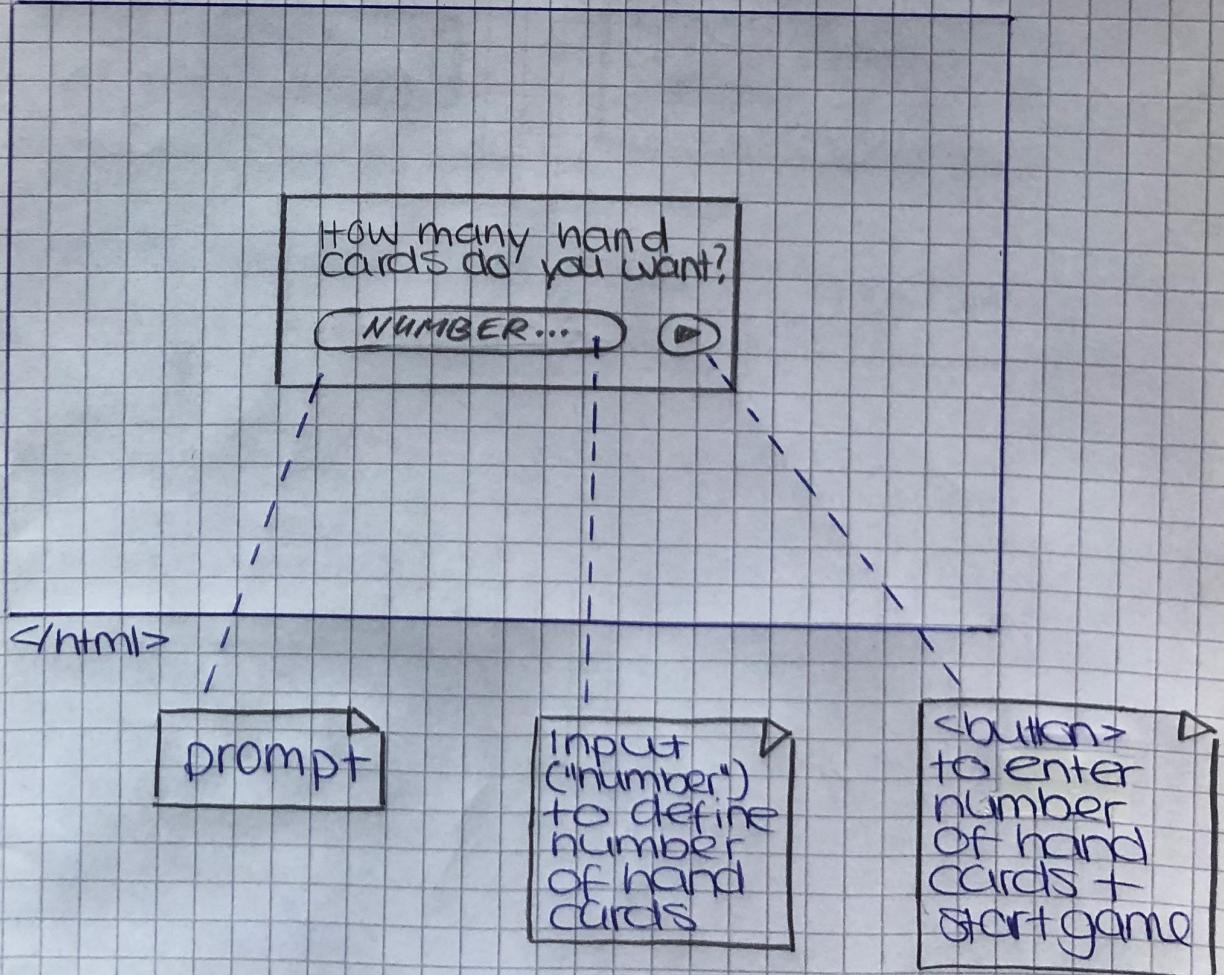
- passende Farbe oder Zahl kann abgelegt werden
- ENDE: Wenn alle Karten abgelegt

KONZEPTION Mini Uno

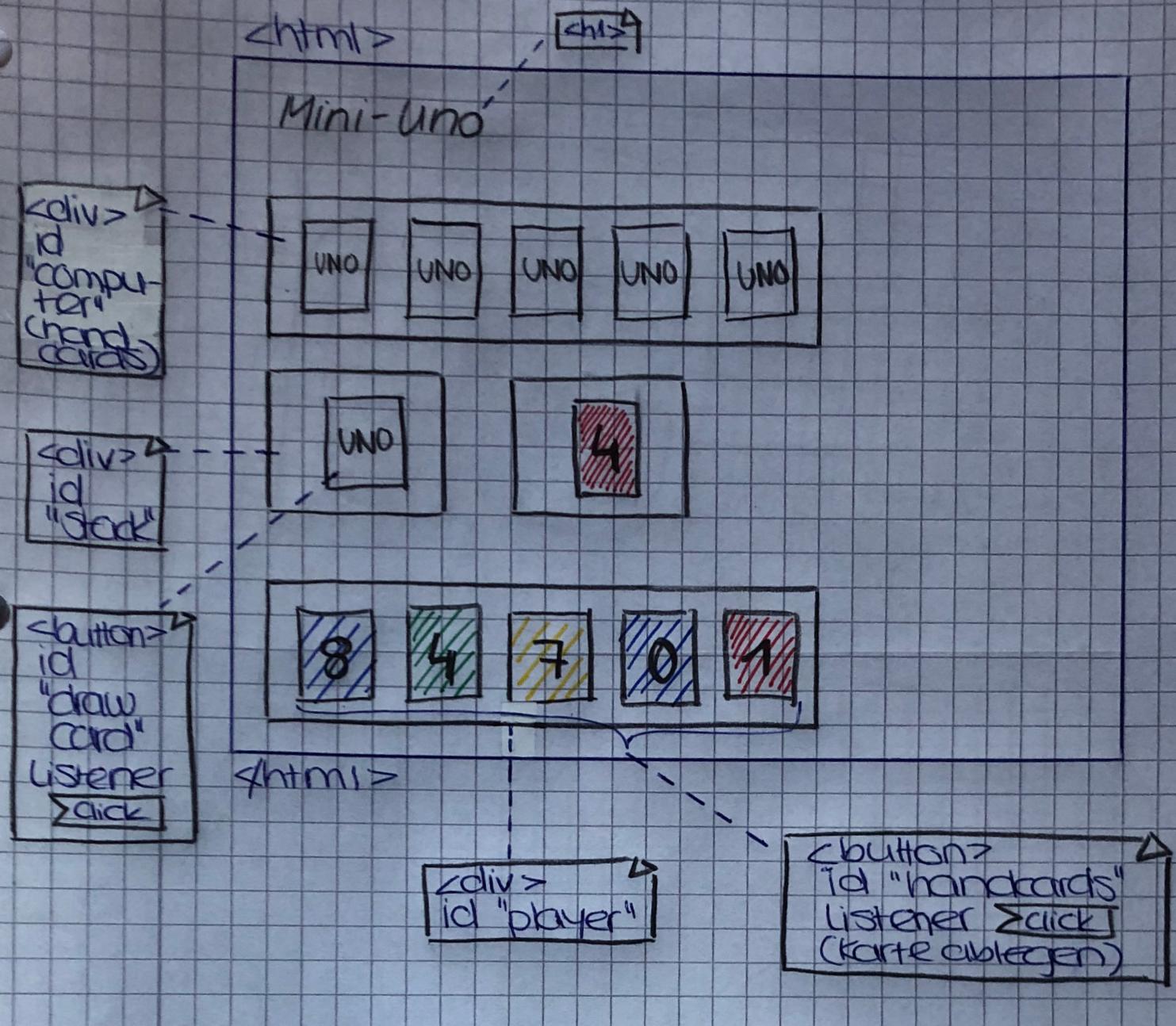
① Anwendungsfalldiagramm



② UI - Scribble : start game / type number of hand cards

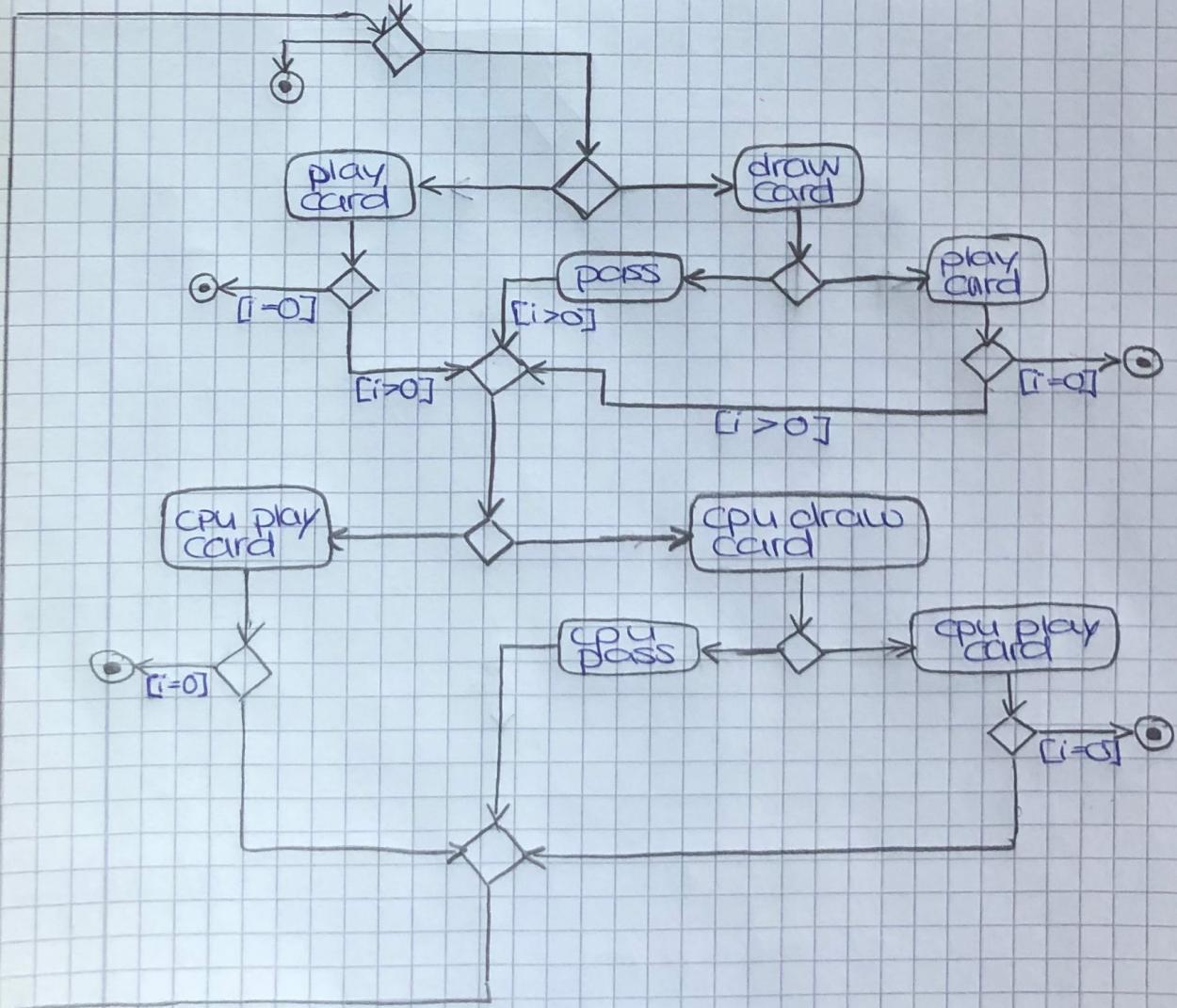
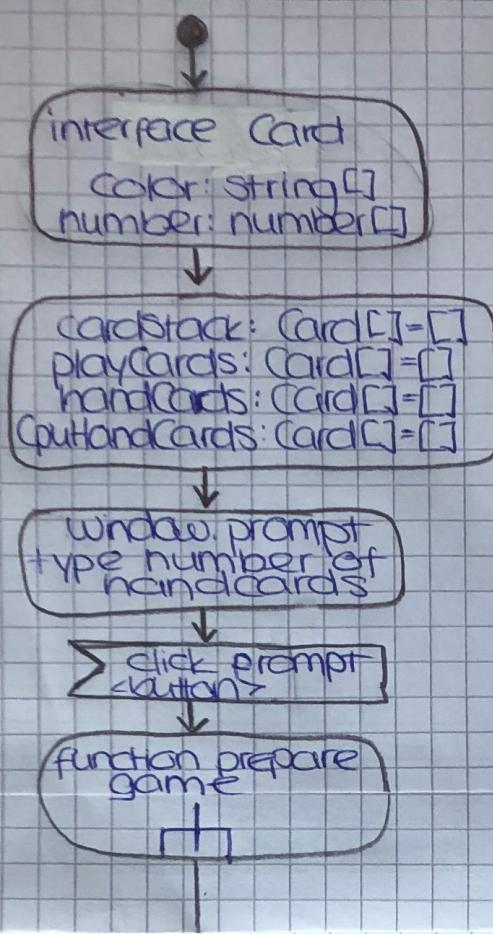


② UI-Scribble: Start / play game



③ Aktivitätsdiagramm: number of handcards / play game

main



Σ click prompt
<button>

prepare
game

prepare
game

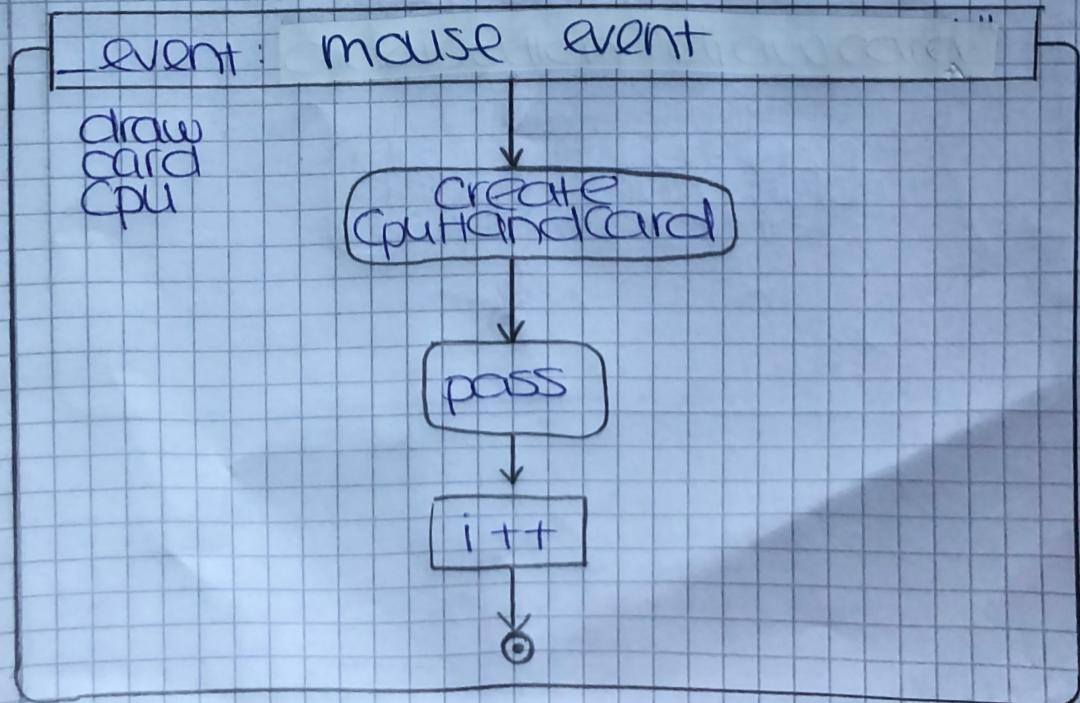
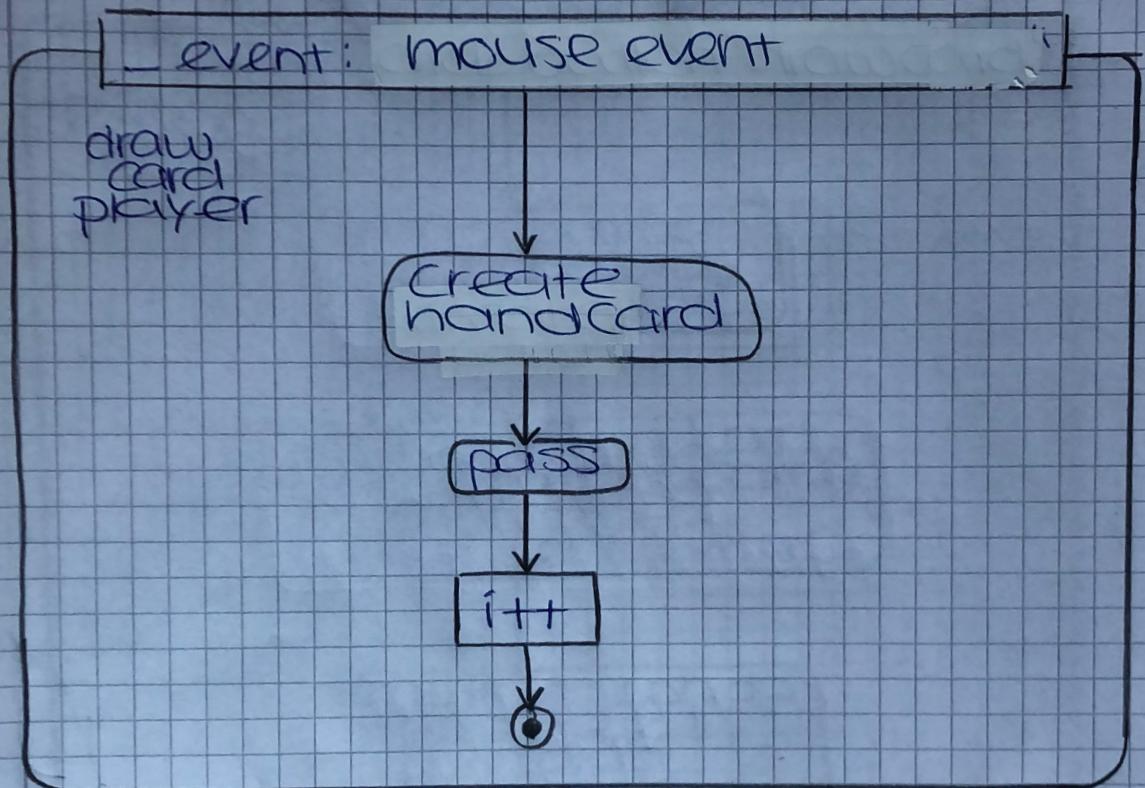
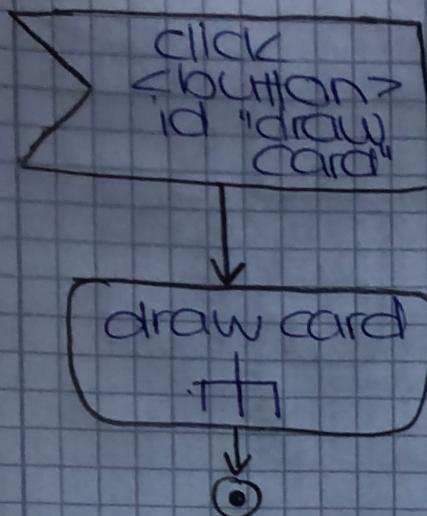
event: mouse event

type number
of handcards
let i: number = []

create handcards
create CpuHandcards
with typed
number (let i: number = [])

shuffle + push to
cardStack
play Cards
handcards
CpuHandCards

display handcards
display CpuHandCards
in <html></html>



➤ click on CputHandCard



event: mouseevent

Play
CpuHandCard

if CputHandCard Color == CardColor ||
CputHandCard Number == Card Number

true false

Error

appendChild
on playCards

remove Card
on CpuHandCards

i--

click on
hand-
card

play
card



event: mouseevent

play
handCard

if handCard Color == Card Color ||
handCard number == Card Number

true false

Error

appendChild
on playCards

remove Child
on handCards

i--

