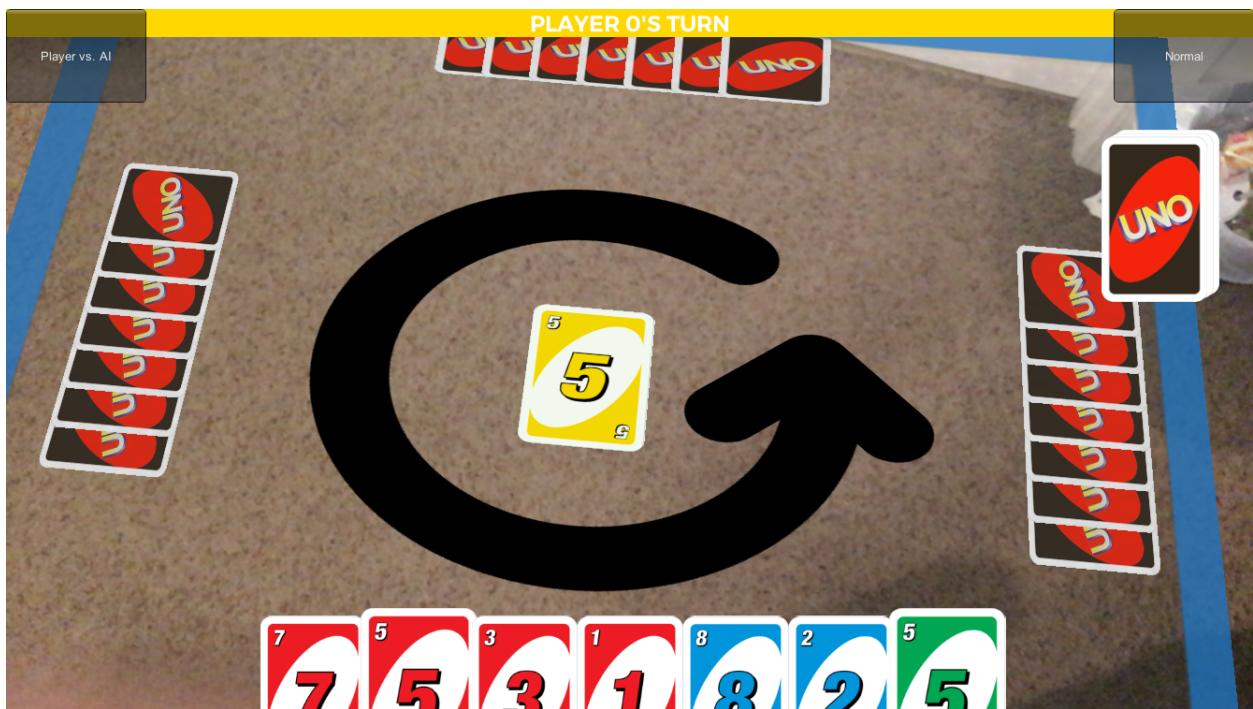
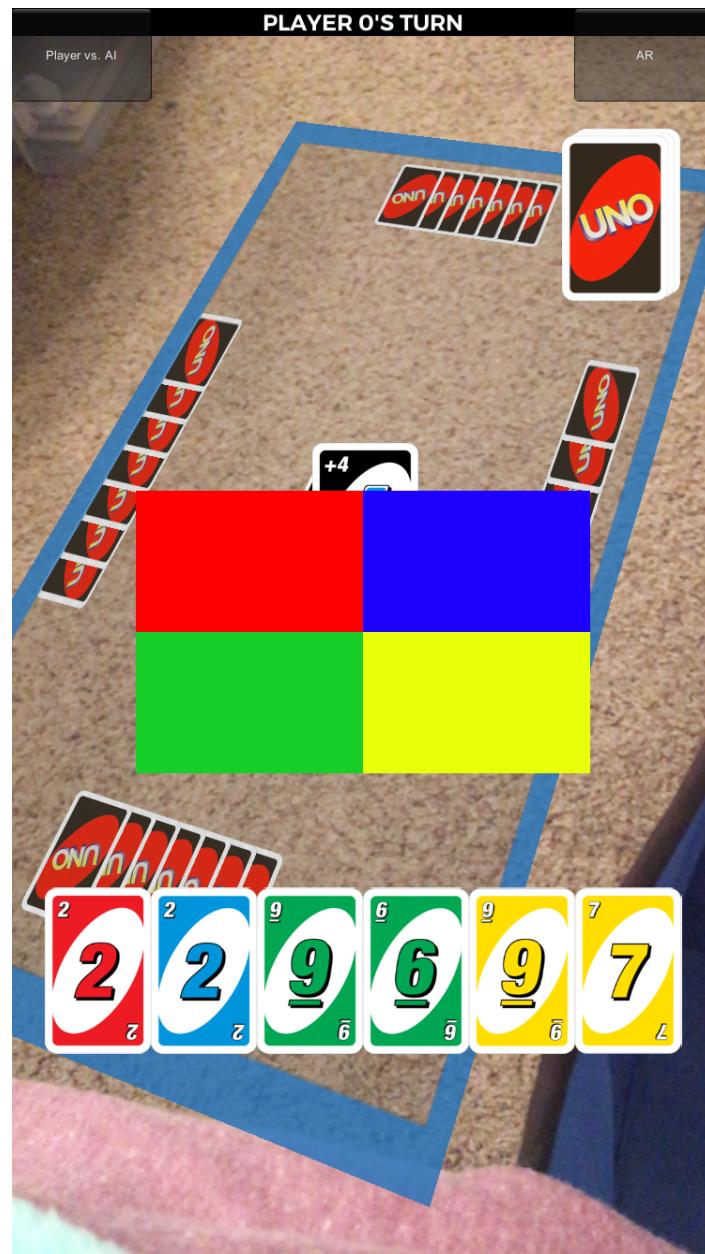


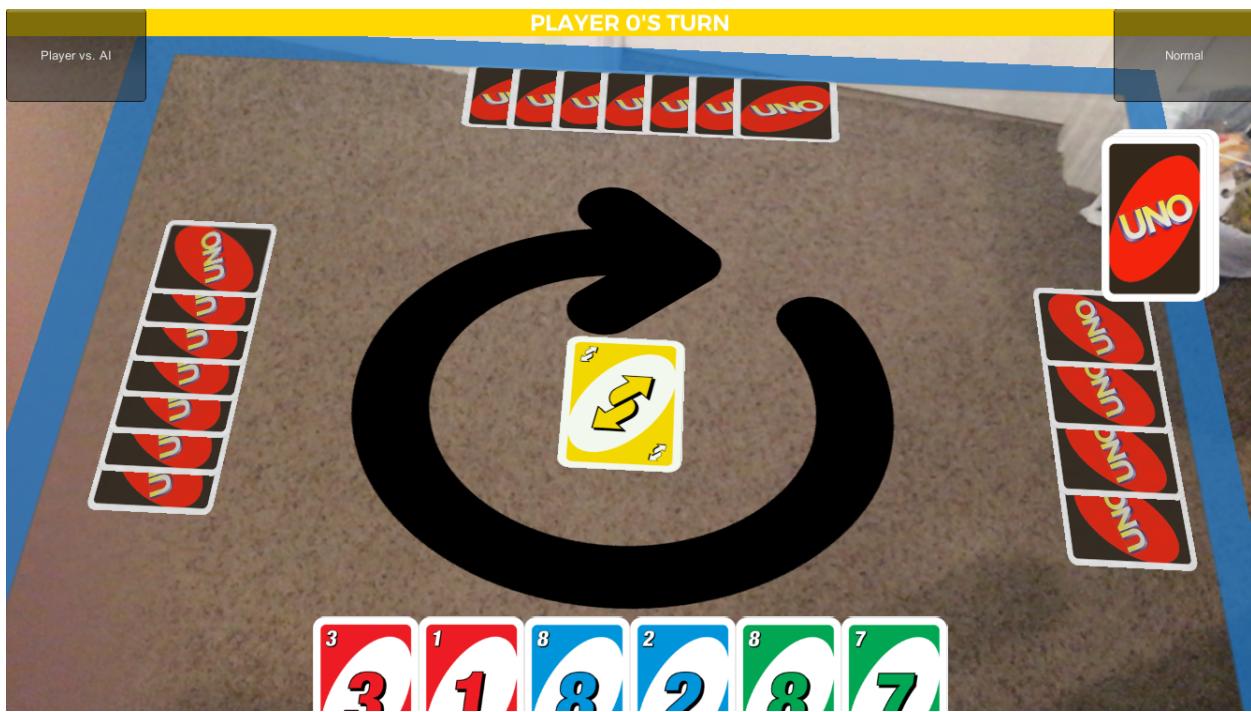
When game starts, it shows current player's hand in the bottom and current color at top in the background. It also shows current card in the middle, a pile at right, card counts in the AR board. Arrow indicates turn direction. Initially it's player 0's turn to move.



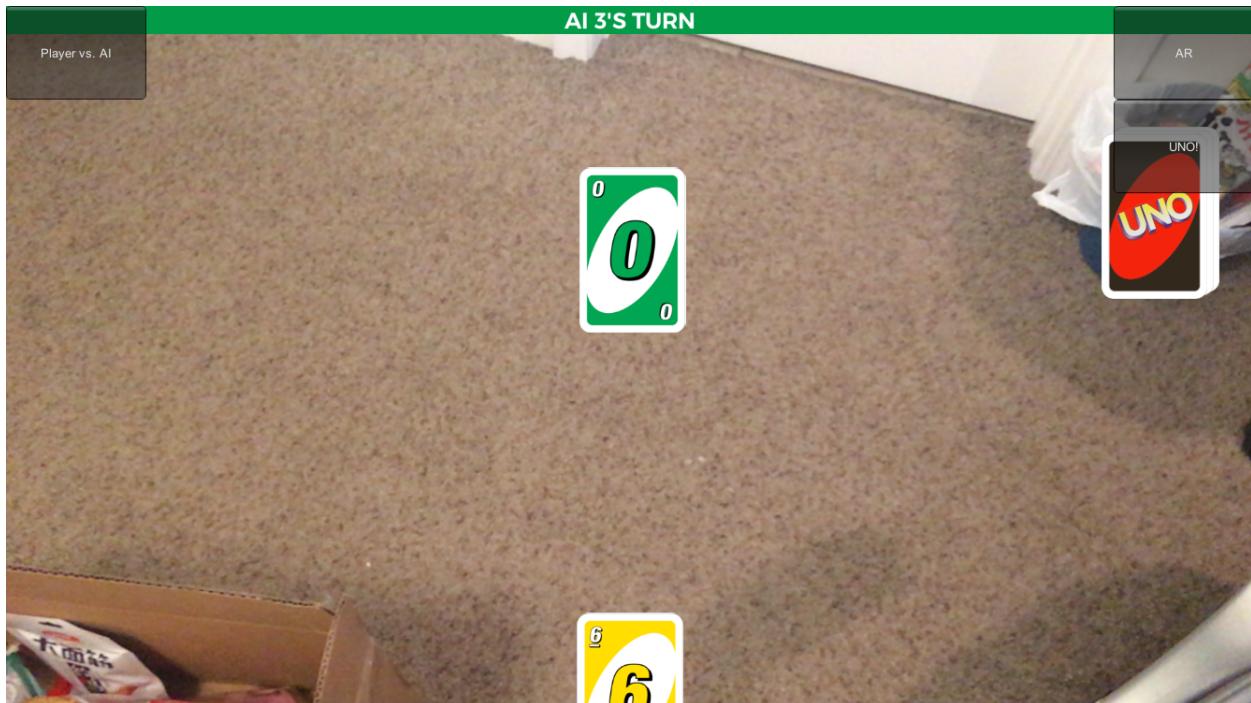
(Wild card): opens color picker menu



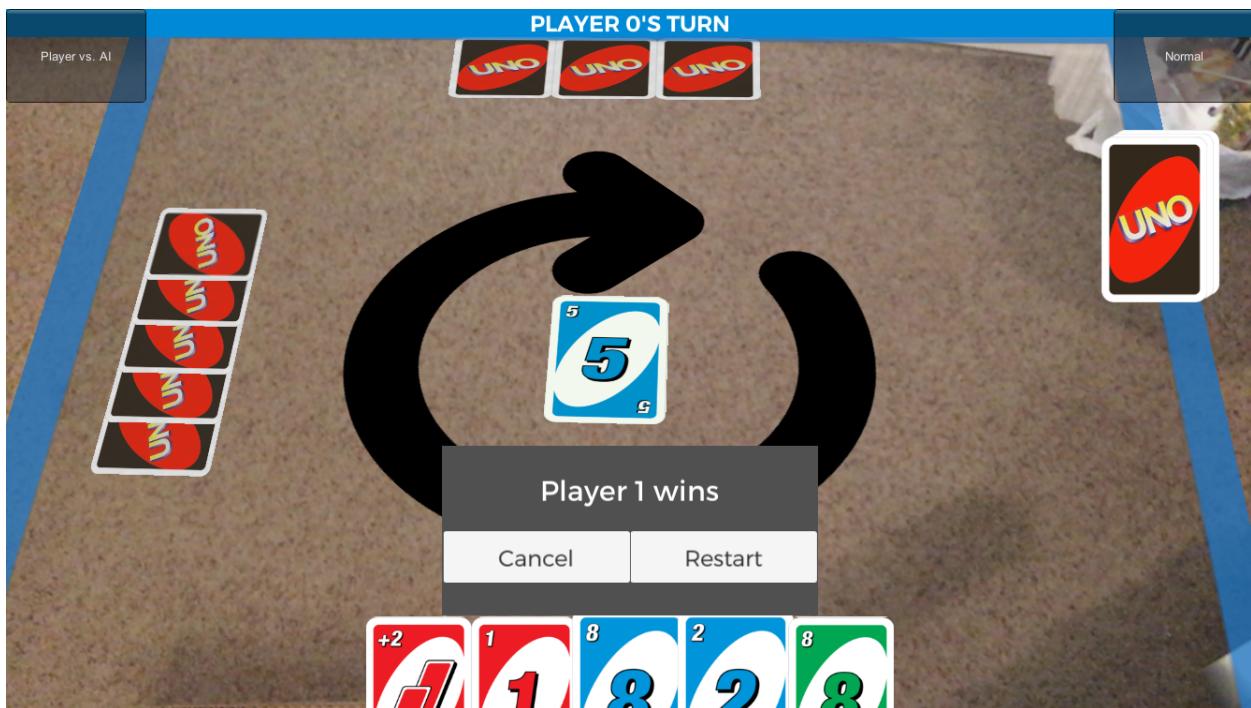
Player 0's turn. Cards are sorted by color then by value of cards. Only the cards that can be played will be scaled up. Direction is changed



AI's turn. Controlled by AI script



Shows player win.



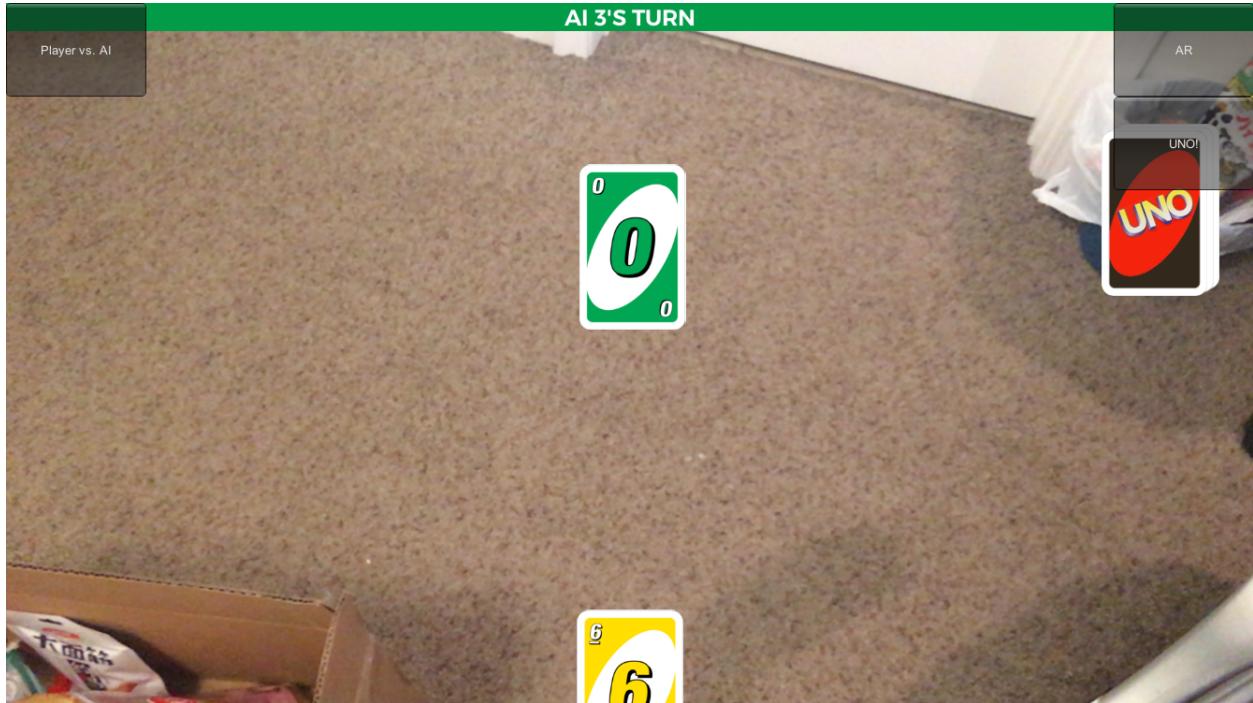
Click the button at top-right to toggle AR/Normal board, AR shows current card in AR plane.



Click the button at top-left to toggle “Player vs. AI”/“AI vs. AI” game



“UNO!” button at top right, only shows if player has one card left.



“Progressive Uno”: if player has (+4) or (+2 with same color) then player can perform “Progressive Uno”, the alert menu will show up. Confirm to play the (+) card, Cancel to draw penalty.

Progressive Uno: Stack  
current penalty and passes

Cancel

Confirm