

# One (v1.2)

## 1. Description

This plugin allows you to play a game of One

The plugin allows you to play a game of One. Each Player is dealt 7 cards at the beginning of each game. At each players turn, the player must play a card that matches either the color and/or the value of the card on top. If a player does not have such a card, they must draw at least one card and then can either play the drawn card or pass. The player to play all their cards first, wins. The plugin also keeps track of scoring by nick and a top 10.

## 2. Configuration

The configuration file for this plugin is **system/one/OneConfig.xml**

### 2.1. commandStartGame

The command for starting a game of One. The bot will only then respond to One play commands in the channel where this command is given.

```
<commandStartGame>!one</commandStartGame>
```

### 2.2. commandJoinGame

The command for joining an already started game of One. This command can only be used after the start of the game and before the deal command

```
<commandJoinGame>!join</commandJoinGame>
```

### 2.3. commandDealCards

The command for dealing a game after a game has been started with the One command.

```
<commandDealCards>!deal</commandDealCards>
```

### 2.4. commandPlayCard

The command for playing a card in the game of One.

```
<commandPlayCard>!play</commandPlayCard>
```

## 2.5. commandDrawCard

The command for drawing a card in the game of One

```
<commandDrawCard>!draw</commandDrawCard>
```

## 2.6. commandPassCard

The command for passing a card after a card has been drawn.

```
<commandPassTurn>!pass</commandPassTurn>
```

## 2.7. commandShowHand

The command for showing a player their hand after a game has started.

```
<commandShowHand>!hand</commandShowHand>
```

## 2.8. commandCountCards

The command for showing all players the count of the cards in play by player.

```
<commandCountCards>!count</commandCountCards>
```

## 2.9. commandShowPlayerStats

The command for showing the stats of a particular player

```
<commandShowPlayerStats>!onestats</commandShowPlayerStats>
```

## 2.10. commandShowTopTen

The command for showing the top ten players (and their scores) of One.

```
<commandShowTopTen>!onetop10</commandShowTopTen>
```

## 2.11. commandEndGame

The command to stop or reset a game of One at any time.

- **authLevel** - ANY, ADMIN, MASTER, TRUSTED, NONE

```
<commandEndGame authLevel="admin">!reset</commandEndGame>
```

## 3. Commands

### 3.1. Play a card

**Command:** !play <color> <number>

**Description:** This will play a card

**Auth Level:** none

**Where to give command:** channel

**Outputs to:** channel

**Example(s):**

- !play g 3
- !play w r

### 3.2. Draw a card

**Command:** !draw

**Description:** This will draw a card

**Auth Level:** none

**Where to give command:** channel

**Outputs to:** notice to user

**Example(s):**

- !draw

### 3.3. Count Players Cards

**Command:** !count

**Description:** Count the number of cards of each player

**Auth Level:** none

**Where to give command:** channel

**Outputs to:** channel

**Example(s):**

- !count

### 3.4. Start a game of One

**Command:** !one

**Description:** Start a game of One

**Auth Level:** none

**Where to give command:** channel

**Outputs to:** channel

**Example(s):**

- !one

### 3.5. Join a game of One

**Command:** !one

**Description:** Join a game of One after it has been started

**Auth Level:** none

**Where to give command:** channel

**Outputs to:** channel

**Example(s):**

- !join

### 3.6. Deal out the cards for One

**Command:** !deal

**Description:** Deal a game of One to the players

**Auth Level:** none

**Where to give command:** channel

**Outputs to:** channel

**Example(s):**

- !deal

### 3.7. Pass a players turn

**Command:** !pass

**Description:** A player can pass their turn after they draw a card

**Auth Level:** none

**Where to give command:** channel

**Outputs to:** channel

**Example(s):**

- !pass

### 3.8. See your current hand

**Command:** !hand

**Description:** See the hand of the player that uses the command

**Auth Level:** none

**Where to give command:** channel

**Outputs to:** notice to user

**Example(s):**

- !hand

### 3.9. Get the stats of a player

**Command:** !onestats <player>

**Description:** Get the stats of a player

**Auth Level:** none

**Where to give command:** channel

**Outputs to:** channel

**Example(s):**

- !player Aradon

### 3.10. Get the top ten players

**Command:** !onetop10

**Description:** Get the top ten players and their scores

**Auth Level:** none

**Where to give command:** channel

**Outputs to:** channel

**Example(s):**

- !onetop10

### 3.11. reset a game of one

**Command:** !reset

**Description:** Reset a currently playing game of one

**Auth Level:** admin

**Where to give command:** channel

**Outputs to:** channel

**Example(s):**

- !reset

## 4. Change History

v1.2	<a href="#">Aradon</a> : Allows for multiple One games in Multiple channels
v1.1	<a href="#">Aradon</a> : Added additional functionality and score recording
v1.0	First Version by <a href="#">DeadEd</a>