🃏 Bluff Card Game

A real-time multiplayer card game built with React, Node.js, Socket.IO, and MongoDB.

🎮 Play Now

Live Game: https://bluff-mu.vercel.app

✨ Features

- Real-time multiplayer gameplay
- Room-based game sessions with unique codes
- Persistent game state with MongoDB Atlas
- Modern, responsive UI
- Real-time chat during gameplay
- 10-second timer when players have no cards
- Victory/Defeat screens with distinct styling

🛠️ Tech Stack

- **Frontend**: React 18, Vite, Socket.IO Client
- **Backend**: Node.js, Express.js, Socket.IO
- **Database**: MongoDB Atlas
- **Deployment**: Vercel (Frontend), Railway (Backend)

🚀 Quick Start

Prerequisites

- Node.js (v16 or higher)
- MongoDB Atlas account

Local Development

1. **Clone the repository**

```
git clone https://github.com/AdityaGodbole06/Bluff.git
cd bluff
```

2. **Install dependencies**

```
# Backend
cd backend
npm install
```

```
   # Frontend
   cd ../frontend
   npm install
```

3. **Set up environment variables**

```
   cd backend
   cp config.env.example config.env
   # Edit config.env with your MongoDB Atlas connection string
```

4. **Start development servers**

```
   # Backend
   cd backend
   npm run dev

   # Frontend (in new terminal)
   cd frontend
   npm run dev
```

🎯 How to Play

1. **Create or join a room** - Enter your name and room code
2. **Wait for players** - Room creator starts the game
3. **Play cards** - Select cards and claim their rank
4. **Call bluff** - If you suspect someone is lying
5. **Win** - First player to get rid of all cards wins!

📡 API Endpoints

- POST /create-room - Create a new game room
- POST /join-room - Join an existing room
- GET /room/:roomCode - Get room information
- GET /players/:roomCode - Get players in a room

🤝 Contributing

1. Fork the repository
2. Create a feature branch
3. Make your changes
4. Submit a pull request

📄 License

MIT License

Happy gaming! 🃏