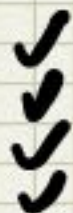


h + p

6000y

Player sign in
log



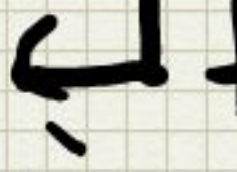
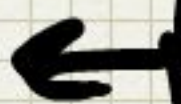
Game Board

Nb report P1
bal

Nb report P2
Cards

Nb report P3
Cards

begin

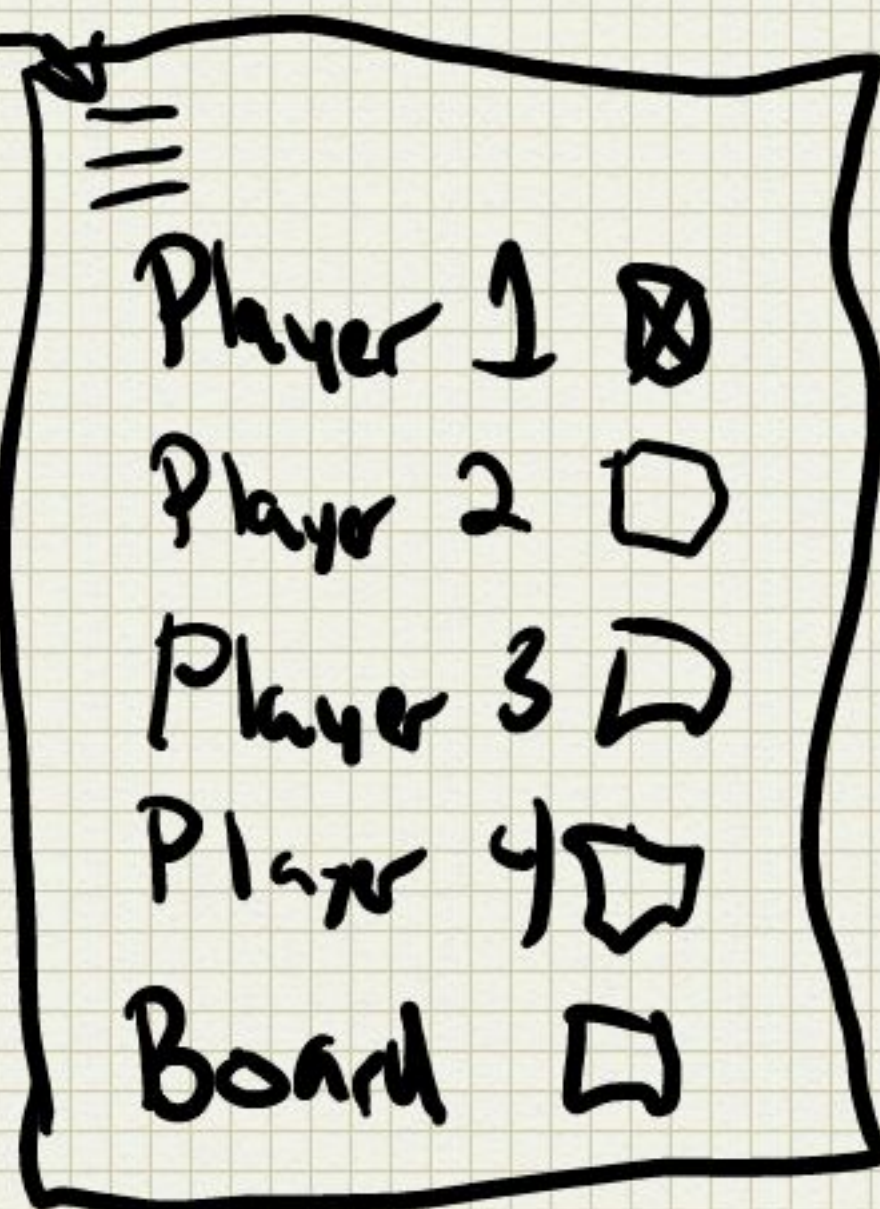
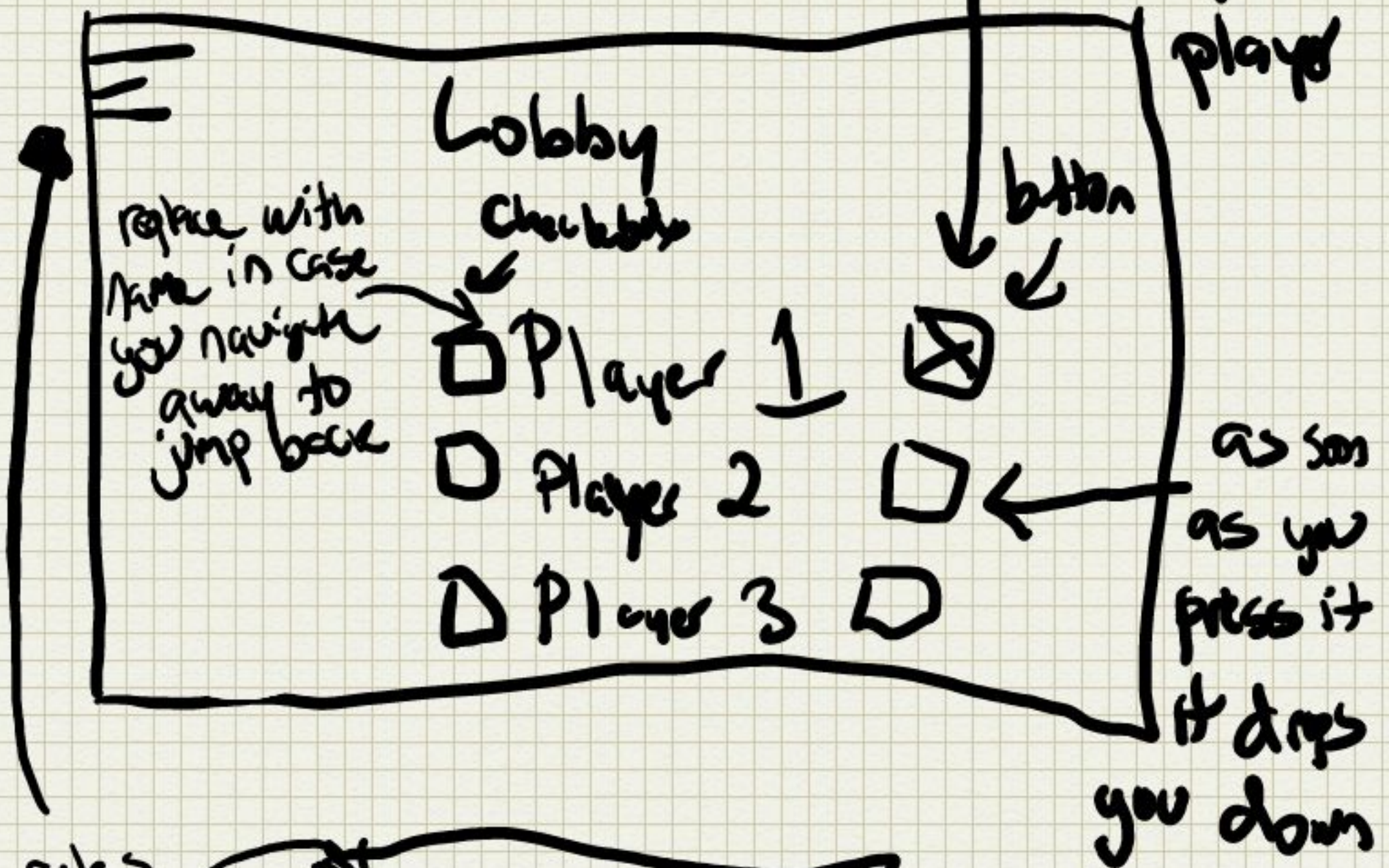


length =
players

responsive

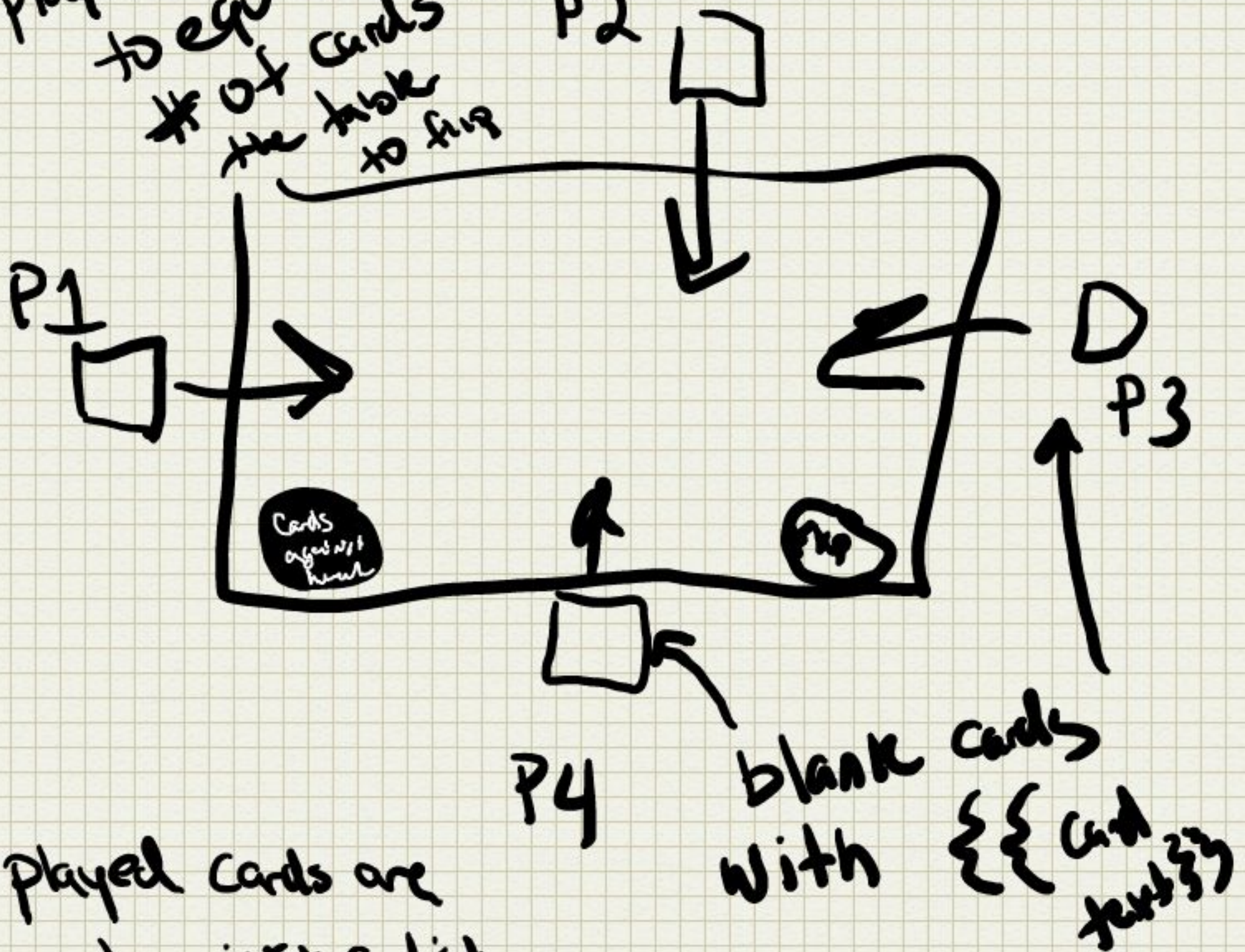
to show
cards

automatically
Selected for first
player



animate on screen

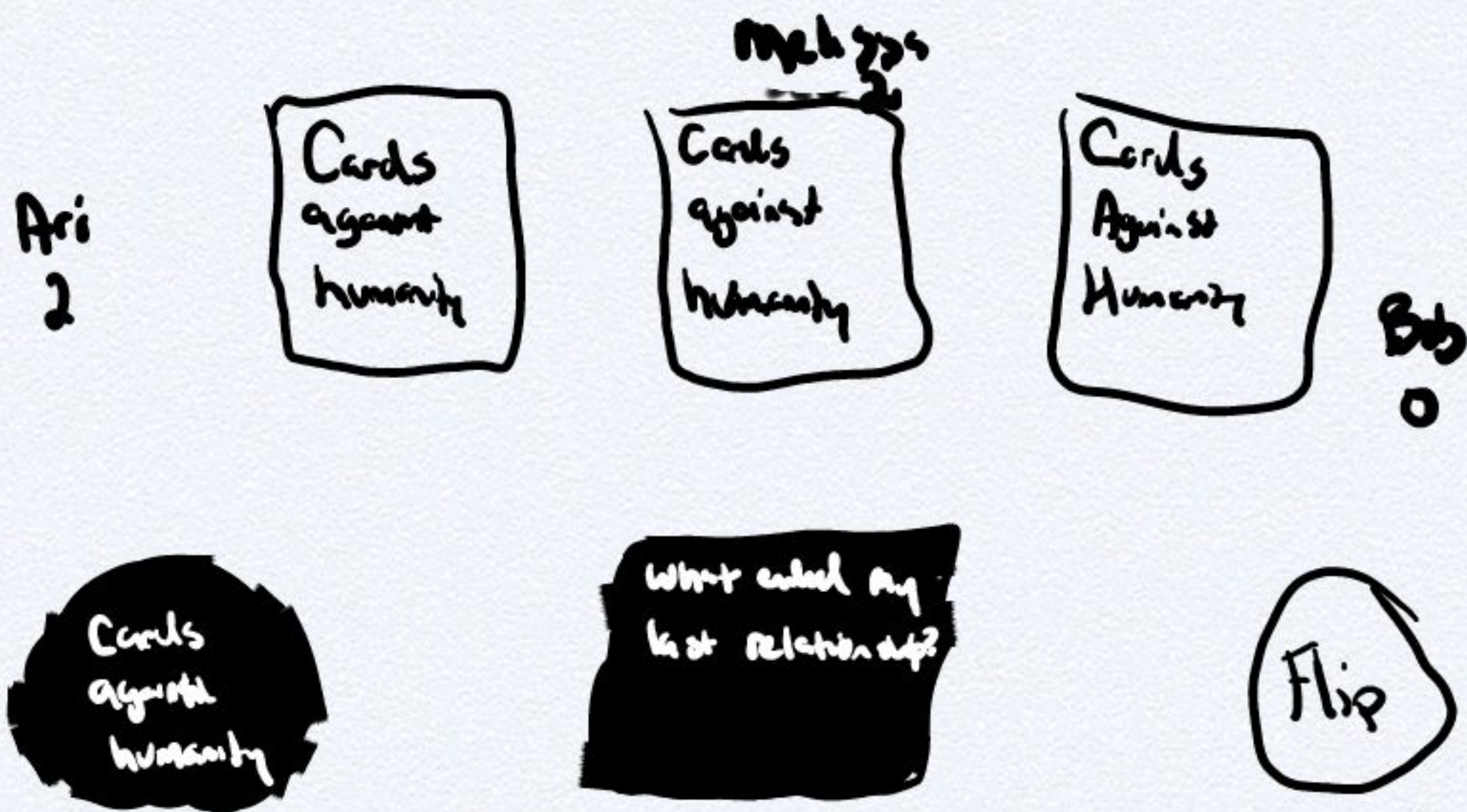
of
players - 1 has
to equal the
of cards on
the table
to flip



played cards are
also just a list

the id of the
Card played ==
Card created

Game Board pre-flip



Names used on the lobby, login
will be used with low opacity
to show w/c their position

Game Beard

pool flip



After the dealer selects the winner,
the dealer class gets added to
the next person

Player 1:
before game
Start

mobile

Waiting
on
You!

Start

Overlay
with blurred
cards behind

Pressing start removes the
Class of pregame & turns off
Lobby select

Other Players
before game
Starts

Tell your
friends
to
hurry up

Player Card

After a player plays a Card they get a class of "played" & an overlay so they can't play another card
end of turn removes all the classes

Swipe Card up to play

{{ Card text }}

Score
3

Swipe

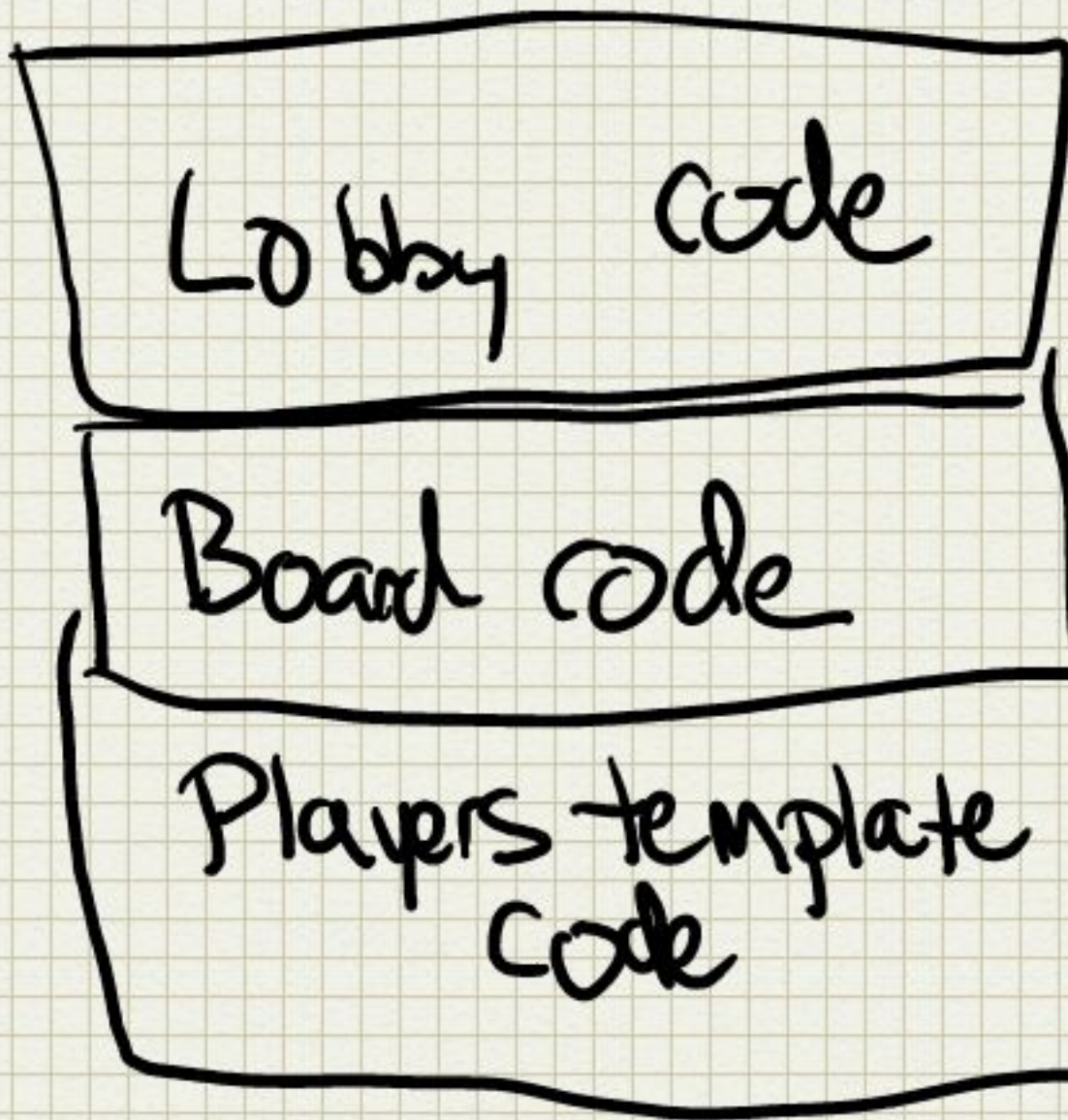
Lock scroll

id of this card == the id of the Card created on the board

When your player has a class of "dealer" an overlay will be on their hand prohibiting them from playing

Pressing Score will Show everyone's Name & Score

html Structure:



includes jumplinks
to your cards

includes the
off screen
"Card factors"

1 big container
with a default
class of prepare.
P1 pressing start
kills that
class

ng-repeat creates the Player Object

Classes for **dealer** - changes once every
turn

Player Object: {

Cards: {

1: "w"

2: "w"

...

10: "w"

}

score: 0

Whenever a card is played
it is removed from the object
and replaced after the next turn

modules:

- lobby
- board functionality
- players functionality
- game mechanics/roles
- game setup

related?