

Team 13: Section 12:30-1:45

Jhon Nunez

Christian Dominguez

Joseph Canning

Devashree Patel

Project 5: Uno Card Game



For Project 5, we have decided to implement the well known card game: UNO.

While we previously created the card game Pitch in Java, we have decided to use Node.js to implement UNO in order to become familiar with the language and gain experience by using it in programming. In order to run the game using a server and multiple clients, we plan to use the Express.js and Socket.IO frameworks.

Consequently, we need to familiarize ourselves with them as well. Our GUI implementation will be a group effort, consisting of separate GUI's for the server and the clients. The server GUI, will contain elements similar to the server we designed for Project #3, such as: a method of creating the server and turning it on/off, the number of clients connected, what each player picked, etc. An example of a new addition to the server GUI is displaying how many cards each player has in their hand, since UNO is about who gets rid of their hand first. Similarly, our client GUI will be akin to the GUI we made for Project #2, where each card in the player's hand will be a button with its corresponding picture. In addition, this GUI will display what the other players have played and have the option to quit the game or start a new one. We are aware that UNO has distinct sets of rules and although we would love to be able to have the option to choose different rule sets, we will stick to the most basic rules for now.