Web3 Course Assignment 3

Uno Against Other Players

Implement an Uno game that works in the browser. The game should allow playing against players through a server.

Requirements

Must have

- The application must allow playing a round of Uno against 1-3 human opponents
- The play must proceed according to the official Uno rules
- The application must have at least the same features as assignment 2
- The application must allow users to identify themselves
- The application must allow users to create a new game
- The application must allow users to join an existing game
- The server must notify the participants in the game every time something happens in the game
- The server must use GraphQL as the communication protocol.

Should have

- The server should keep track of players and scores in a database (or file)
- The application should implement user registration and login

Could have

- The application could allow playing an entire game (with score) of Uno against 1-3 human opponents
- If the game is an entire game, the server could allow saving the game after a round and resume it later

Things to consider:

- What is the best way to handle notifications to the client?
- What is the best way to save to database?

The required code

The client should be implemented using Vue.js. It can be either Options or Composition API but be consistent. If you want to try out server-side rendering, feel free, but it's not a requirement.

The server should be implemented as a GraphQL server using Apollo Server.

The hand-in

- Groups: 2-4 people.
- Hand-in a zip file with the project.