TEAM SUPERMARIO

UNO ONLINE

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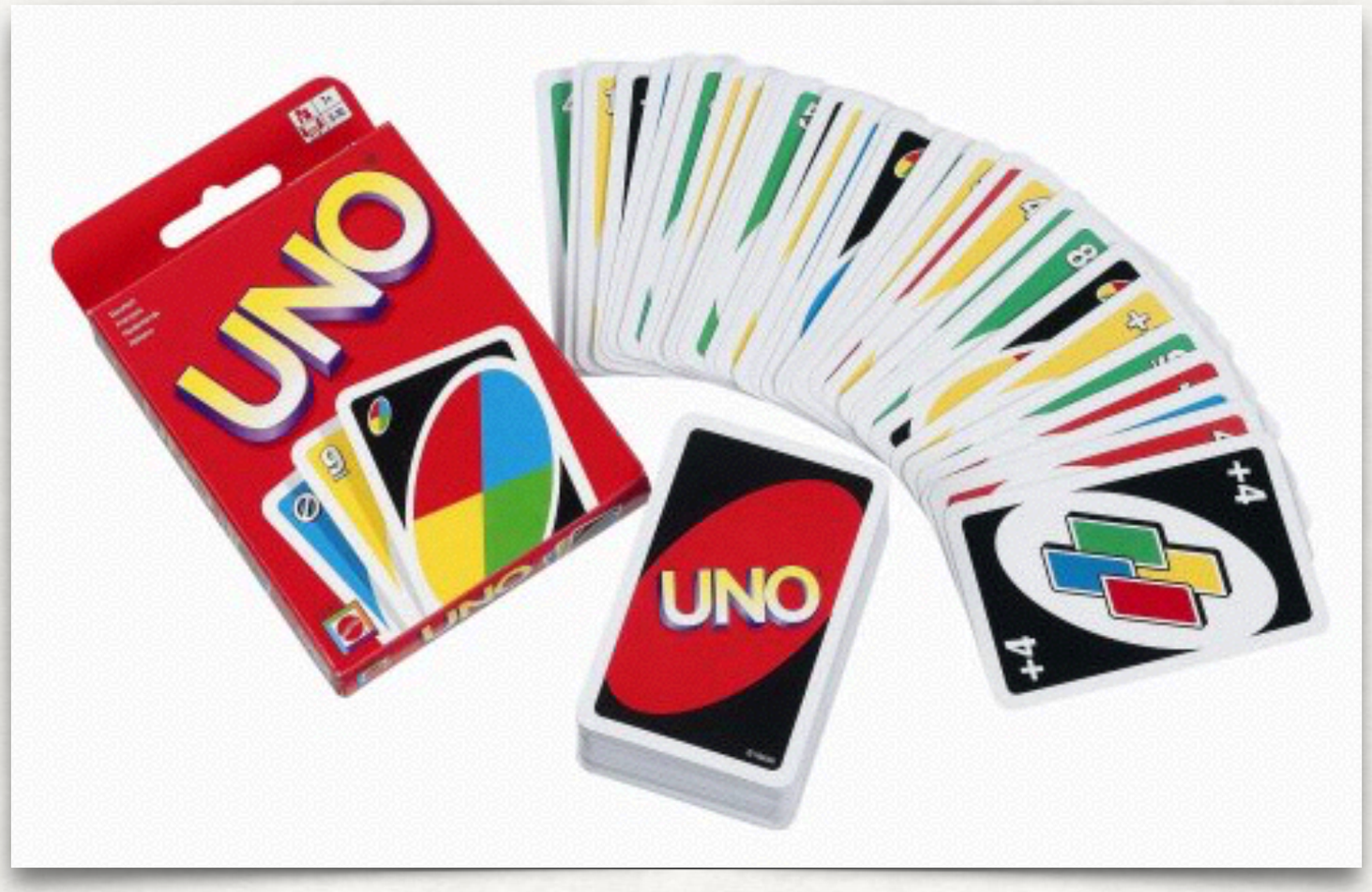
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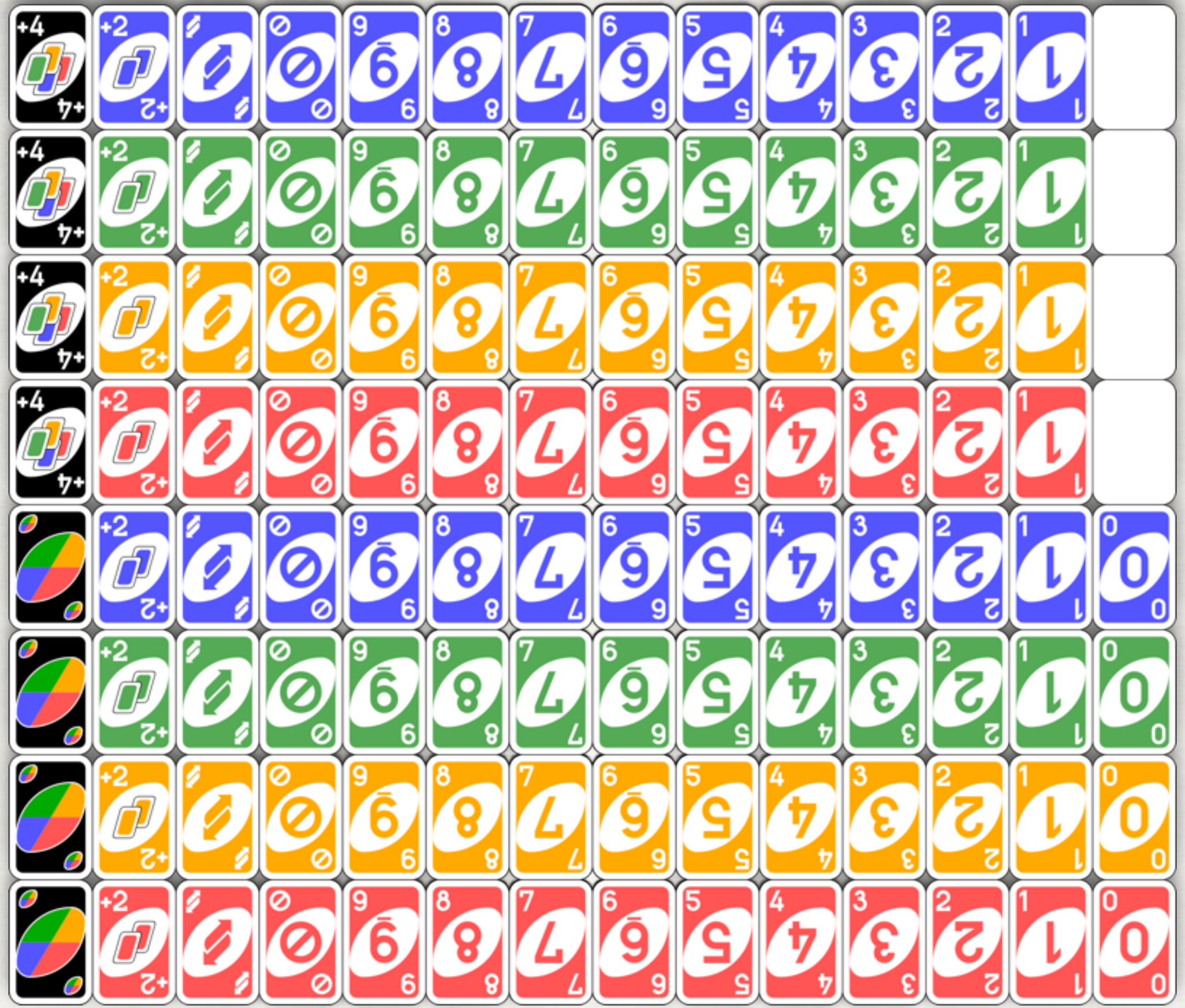


RULES IN SHORT

- Each player is dealt 7 cards.
- In one player's turn, he/she can:
  - Play a card matching the discard in color, number, or symbol.
  - Draw the top card of the deck.
- A player wins the round if he/she get rid of the last card in hand.
- Special cards / Scoring … etc

MOTIVATION

- Challenging
  - Flexible number of players
  - Each player has only partial information
- Simple
  - Turn-based gameplay
  - Each round is fast
  - Minimum requirement on graphics
- Fun
  - High variety of gameplay

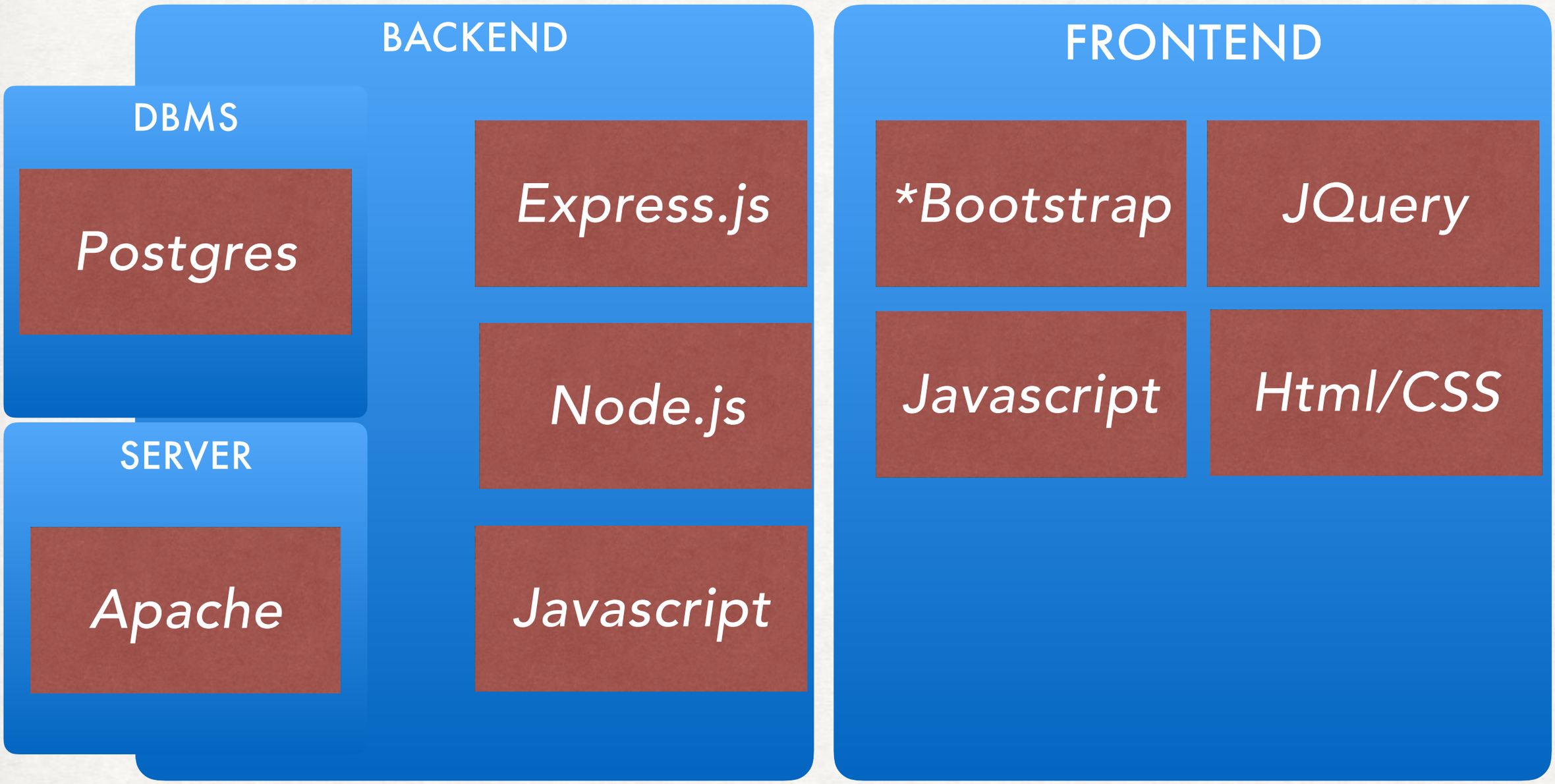
GOALS OF FUNCTIONALITY

- Game Matching
  - Create a game room
  - Send an invitation to another user
  - Join an existing game room
- Game Playing
  - User-Friendly GUI
  - Short response time between players actions

GOALS OF FUNCTIONALITY (CONT.)

- Chatroom
  - Different level of privilege (e.g. Lobby, Game Room)
- User account managements
  - Authentication
  - Password recover

TECHNOLOGY STACK



*Using of Bootstrap needs approval from Instructor