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.

The following features are required:

* Play one hand of Uno against 1-3 other human players
* Play an entire game (with score) of Uno against 1-3 other human players
* The play should proceed according to the official Uno rules

Your application should have at least the following screens:

* User registration
* Login
* List of
* Game set up
* Play one hand
* State of the game with a button to start next hand
* A game over screen

The server:

* The server should allow anyone to create a game
* The server should let other players join the game
* It is not required to implement things like private games or invitations
* The server must notify the participants in the game every time something happens in the game
* The server should keep track of players and scores in a database (or file)
* If the game is an entire game, the server should allow saving the game after a hand 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?
* What is the best way to handle th?

# 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 using Express and whatever you need on top of that.

# The hand-in

* Groups: 2-4 people. Groups can be a mix of members from X and Y class, but remember to write it in the hand-in.
* Hand-in a zip file with the project.