Term Project
GAME: UNO

1) [UNO-667-Term-Project/ at main · crivera0712/UNO-667-Term-Project (github.com)](github.com)
2) [Monthly roadmap · 667 UNO Term Project (github.com)](github.com)
3) This week first decided on making the game UNO since we all know the rules well. We then wrote out the logic of the game and how it would flow as a web app. We decided on which technologies would be necessary and created wireframes for every web page we felt the website would need.
4) Set up development environment with Node.js, Express.js, React, PostgreSQL, and host on Render (All team members). Configure Git version control, establish branching strategy, and define coding standards (Team Lead). Design and implement main menu and loading screen in React (Danny). Develop "Create Lobby" functionality with backend support (Christian). Design game screen UI with layout and interactivity elements (Aldo).

Uno features:
1. Main menu
   a. Loading screen
      i. Create lobby
         1. 2 players?
         2. 3 players?
         3. 4 players?
            a. Waiting for players to join
            b. If host, lobby code will pop up
      ii. +Join lobby
          User inputs code to join created lobby

2. Player
   a. Login (credentials) (possibly using firebase // need to ask proff)
   b. Profile page (separate entity?)
      i. Edit
      ii. create
3. Game Over Screen
   a. Reset game
   b. Go back to lobby
   c. State which player won
4. Game Screen
   a. Show all players cards face down
   b. Show hand (click card to place)
   c. Show spent deck top card
   d. Draw card button
   e. Choose color of plus 4/wild card
5. Deck
   a. 108 cards
   b. Reverse (colored)

     c. WIld draw 4
     d. Wild
     e. Draw Two (colored)
     f. Skip (colored)
     g. 25 cards of each color(red/yellow/green/blue)
6. Game rules
     a. Each player starts with seven cards
     b. Stack +2 cards
     c. Draw a card until you can play a playable card
     d. Skip card = skip that players turn
     e. Reverse card rotates the order of players turn
     f. Can only place cards that are of same color or value
     g. +2 card makes you pick up 2 cards and skip turn
     h. Wild card
7. Player Chat
     a. Input
     b. Queue history sequence (display chat history)
     c. time stamps

Technologies we will be using:
-Render
-Node.js
-Express.js
-Postgres
-React

Wireframes:
-Create acc - Gabriel:

UNO
Logo

Create Account

First name: [   ]

Last name: [   ]

Username: [   ]

Email: [   ]

Password: [   ]

Confirm
Password: [   ]

[Reset]   [Submit]

Email feild's
text will turn
red if in invalid
form. Same if
passwords
dont match /
contain illegal
charachters.

Username and
email will turn
red if already
in use (when
submit is
attempted

-Login - Gabriel:

Logo   UNO

Sign In

Username: [   ]

Password: [   ]

[Reset]   [Submit]

-Home page - danny

-Create Game - Christian

Menu

LOGO

Player_1

Player_2

Player_3

Player_4

Create Game

Send Message

UNO
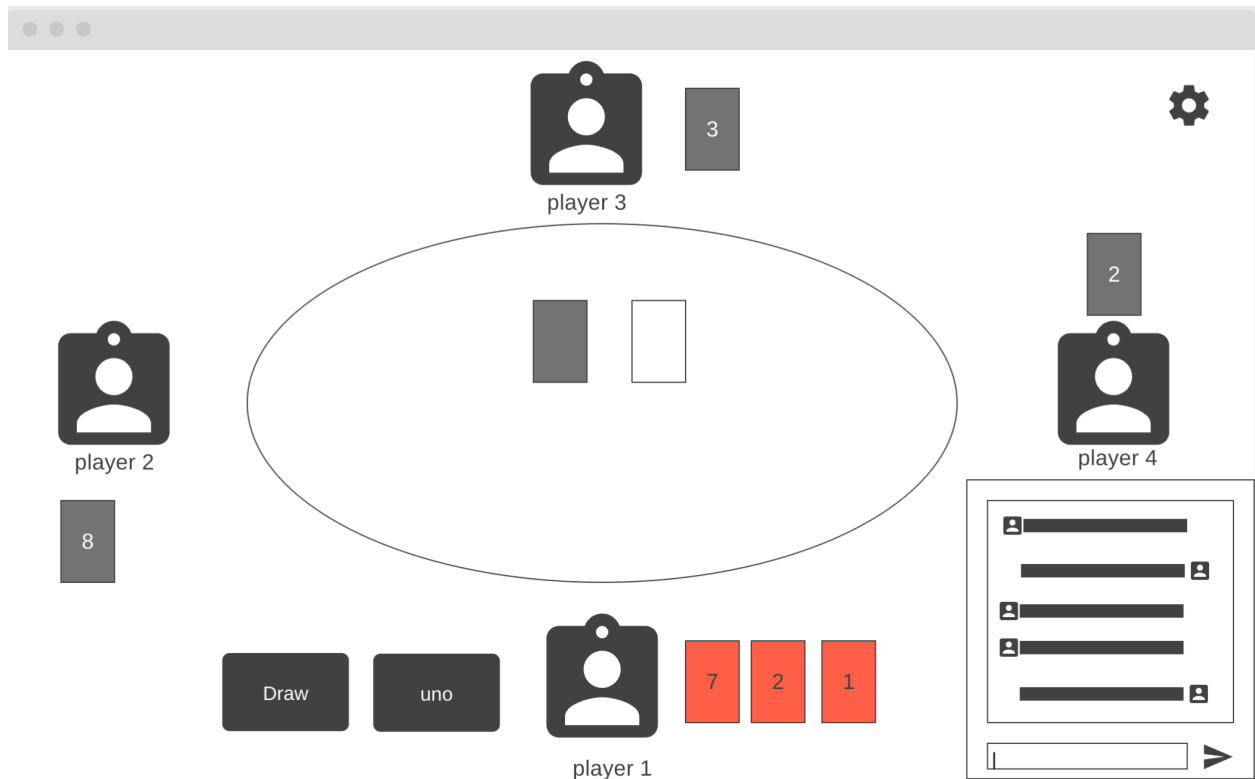
-Edit Profile - Christian

Menu

Change Photo

Player_name

Change Name

UNO

-Game screen- Aldo

player 3

player 2

8

player 4

2

Draw   uno   player 1

7   2   1

-Loss/Win/Reset - danny

UNO

GAME OVER!

YOU
WIN / LOOSE

| Vote to Replay | Leave Game |

UNO

Play Now

Create Game

Join Game

X: 964 px   **Y:** 457 px   **W:** 0 px   **H:** 0 px