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01

Guess Who, Uno Dos Tres

Project Specifications

- Features we will be implementing:
  - Basic website UI/UX features
  - In-game Chat Box
  - Account Sign In/ Sign Up
  - Account Record (i.e. Achievements, Elo and Rank Level)
  - Payment Option (P2W features)
- Technologies that we will be using/considering:
  - HTML, CSS, Javascript
  - Render
  - Postgres
  - MySQL

Milestone Progress

Milestone 01:
- Created a website

Milestone 02:
- Database established

Milestone 03:
- Game established

Milestone 04
- API Documentation established

02

Description of Our Code

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Introduction

Within our documentation we will describe the usable features within our project by using a table for specification

First we will list all actions a user can perform that your application will need to handle

a. Second we will Enumerate the inputs for the action

b. Third we will define the outcome of the action

Actions Users Can Perform

Actions that a user can perform with our platform:

- Create a game by player
- Shuffle cards by dealer
- Deal cards by dealer
- Draw cards by player
- Drop cards by player

Project Overview

Part I
Install needed prerequisites (Postgres,Node.js)
Create our application
Migration Setup
Deploying to render

Part II
Finalize database
Host Database established
Link to render deployed application

Part III
Finalizing game quality features
Discuss and test our "completed" project

Uno Dos Tres Repository

https://github.com/csc-667-fall-2022-sfsu-roberts/term-project-UnoDosTres

Website

https://csc-667-fall-2022-sfsu-roberts.github.io/term-project-UnoDosTres/

03

Problems & Solutions

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Project Struggles

When deploying our database we had a few struggles

- As mentioned in the specifications there were differences when deploying on different systems such as Windows and Linux

- We ended up using a virtual machine in order to distinguish which one we wanted to use

- Increase meeting times and give tasks sooner into our projects

- Improve our communication within discord and hold each other accountable to deadlines prior to our due dates

- Since none of our team had much experience using (PUG) we had a bit of trouble when implementing things such as the lobby and more so when implementing our game.pug

Project Improvement

- After realizing how much trouble it was to run it locally on everyone's locally

- Our way of fixing this issue was through using a virtual machine that would run our project since some of our OS's were not operating properly

- After some trial and error we were able to implement the game.pug page by linking it to our other pages such as lobby and our main application

Game.pug

Here on the game.pug page we had a bit of trouble linking our game.pug to our other files such as lobby and home pages. This was mainly because all of us were fairly new to (PUG) so it took us a while to figure out exactly the best way to go about using (PUG) while implementing.

After some research we managed to get a grasp of how to link our pages using (PUG) and learned after conducting this research which we can hopefully use for the future.

```
#sideLook {
  border-radius: 25px;
  background: #e67777;
  padding: 15px;
  spacing: 0;
  align: center;
  width: 100%;
}
// Start GAME
table#contact(border='0' width='100%' cellpadding='0' cellspacing='0' bgcolor='#c21010')
  tr
    td
      table(border='0' width='85%' cellpadding='15' cellspacing='0' align='center')
        // Heading Start
        tr
          td(height='160' align='center' valign='middle')
            font(face='arial' size='8' color=' #ff9e99')
              strong GAME
            hr(width='70' color='#ff9e99')
        // Heading  End
        style.
          #buttonStyleTwo {
          border-radius: 200px;
          }
        tr
          td(align='center' valign='top')
            table(border='0' width='55%' cellpadding='20' cellspacing='0' align='center' bgcolor='#c21010')
              tr
                td
                  table(border='0' width='100%' cellpadding='15' cellspacing='0' align='center' bgcolor='#c21010')
```

Struggles with login.pug/

Here on the Login.pug page we had a bit of trouble linking our game.pug to our other files such as lobby and home pages. This was mainly because all of us were fairly new to (PUG) so it took us a while to figure out exactly the best way to go about using (PUG) while implementing.

After some research we managed to get a grasp of how to link our pages using (PUG) which was very similar to how we linked game.pugand learned after conducting this research which we can hopefully use for the future.

Also we had troubles with our migration of our server due to some conflicts with the code we were using therefore we had some trouble on the backend of our project although we solved it by doing some research and referring back to the milestone.

```
2     //block content
3         h1 Login page
4         form(action="/auth/login" method="post")
5             div
6                 label(for="username")
7                 input(type="text" name="username")
8             div
9                 label(for="password")
10                input(type="password" name="password")
11            div
12                input(type="submit" value="Login")
13    // FRONT END HERE - JONATHAN ------------------------
14    doctype html
15    head
16      title UNO! The Game
17      style.
18        #header_Light_Style {
19          background-color: #c21010;
20          border: 0;
21          width: 100%;
22          padding: 0px;
23        }
24        #header_Dark_Style {
25          border: 0;
26          width: 100%;
27          padding: 0px;
28          background-color:#851515;
29        }
30        #smallBox {
31          border: 0;
32          border-radius: 25px;
33          background: #851515;
34          color: white;
35          padding: 15px;
36          width: 100%;
37        }
38        #whiteText {
39          color: white;
40          font-family: "Comic Sans MS";
41          font-size: 300%;
42        }
43        #titleText {
44          color: yellow;
45          font-family: "Comic Sans MS";
46          font-size: 300%;
47        }
48        #urlText {
49          color: white;
50          font-family: "Comic Sans MS";
```

04

Contributions & Code overview

Uno, Dos, Tres

Rubric

Rubric:

Code Quality:good

Documentation: completed

Functionality -server: completed

Functionality -responses: completed

Functionality-gameplay:completed

Functionality-config:completed

Functionality-render:completed

Contributions

Jonathan Chen :
Julio Murga :
Yuwei Lee :
Michael Almeda :