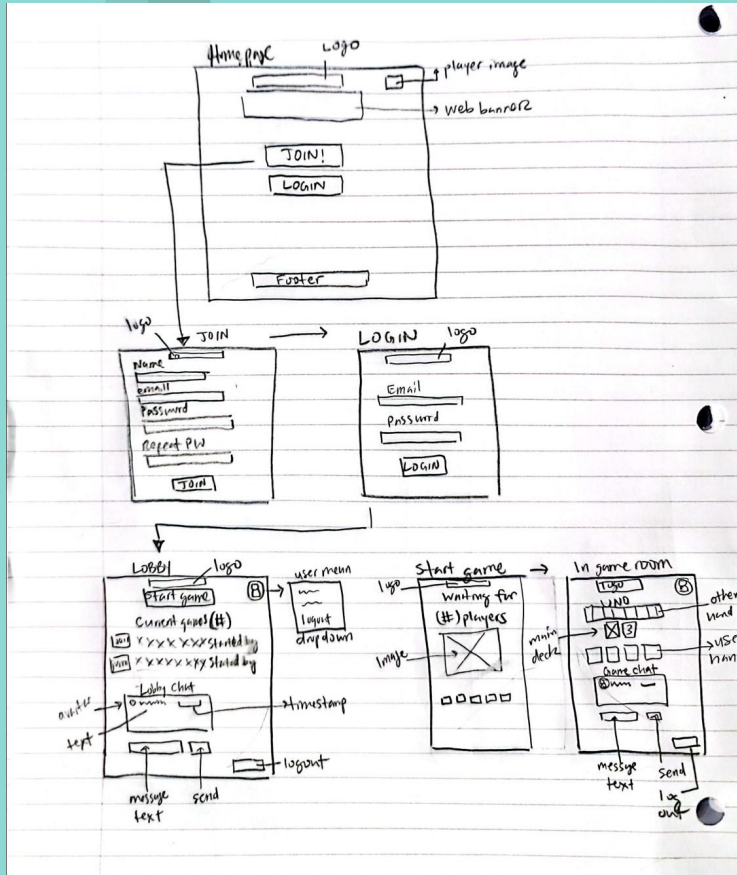# Team RYWL

Milestone 1 documentation: Uno Card Game

WireFrame

-First we have our home page which include a join option and login option (existing users)

-Our login button links to the login page

-Our Join button links to the registration page

-Once logged in Users enter the Main lobby where a lobby chat exists

-Users can select a game from the menu

-Once selected they are directed to waiting page with instructions presented

-Once done loading users enter the game room where this is a game chat

Home Screen

- On the home screen the User will be presented with the logo of the site and dummy avatar in the top

- The page will also give the options to join or login

- Team member names will be at the bottom with course number and short project description

Registration/Join

-On the registration page the user will be prompted to enter a full name

-if full name has special characters the system will ignore or prompt for error

-user will be prompted to enter valid school email if it doesn't end with "@mail.sfsu.edu" it will be rejected and throw an error

-Users password must be a certain length if not user will be prompted to enter new password for registration

-Users must verify sign up by clicking the target on the page

Login

-Users will be prompted to login on the login page

- Users will be prompted to login with valid email

-Users will be prompted to login with valid password

-If either field is incorrect or invalid, page will refresh

clear entries and show error message

Lobby

-In the lobby page users have the ability to start a game from listed user generated lobbies

-There will be an avatar for the user in the top corner with drop down feature to logout or check score

-The lobby page will also show a game count (user game instances created)

-The lobby will have a lobby chat that will take a message up to 150 characters with a timestamp appended

-If any error encountered for user to join game from lobby message will appear detailing errors

-If message too long the chat will cut off message and take up to 150 characters

Waiting Page/Game Starting

-On this page rules for the game will be listed in the form of an image

-The page will also display "Waiting for" a number of users before the game will start

-If any error connecting to the game the user will be routed back to the lobby page

Game Room

-In the game room the user will have access to Uno game

-User will also have access to game chat to communicate with other participants

-Any error faced on this page will route user to Main Lobby

-There will be competitor hands hidden and user hands visible

-The main deck will be in the center with current card face up

Functionalities

Chat Room: a chat room will be present in lobby page and game chat for users to interact

Account: there will be account authentication

Gameplay: we aim for quick response time, and a visually appealing UI

Games: users shall create game rooms, there will be multiple game instances users can join (one at a time)

Register: new users shall be able to sign up

Login: Registered users shall be able to login

Logout: Registered user shall be able to logout

Technology

Heroku

Node.js

Express.js

Postgres

HTML/CSS

Javascript