

# Milestone 1: Game Decision & Wireframes

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# Project Overview

Uno is a multiplayer card game with 2-4 players where the goal of the game is to end up with no more cards in hand. The players each take turns playing their cards that matches the color or the symbol of the previous one played with some cards having special rules like the wild card or draw 2 cards. The wild card is able to be played and be considered any color while the draw 2 forces the next player to draw two cards from the deck.

# Features

## Game Features:

Basic deck of 108 cards from values 0-9 with 4 different colors, red, green, blue, yellow. Special cards, reverse, skip, draw 2, wild, and wild +4. Number of cards will be visible on other players' decks in order to keep track of score.

Will have sessions with number of players up to 4 players. Games will take place in real time online between users.

We will also have turn indicators for whose turn it is, as well as an indicator for when a reverse happens

# Technologies

Render

[Node.js](#)

[Express.js](#)

PostgreSQL

# Wireframe Signed Out Landing Page

Uno

Log in button sends to  
Log In Wireframe

Login

Register button  
sends to Sign  
Up Wireframe

Register



# Wireframe Sign Up

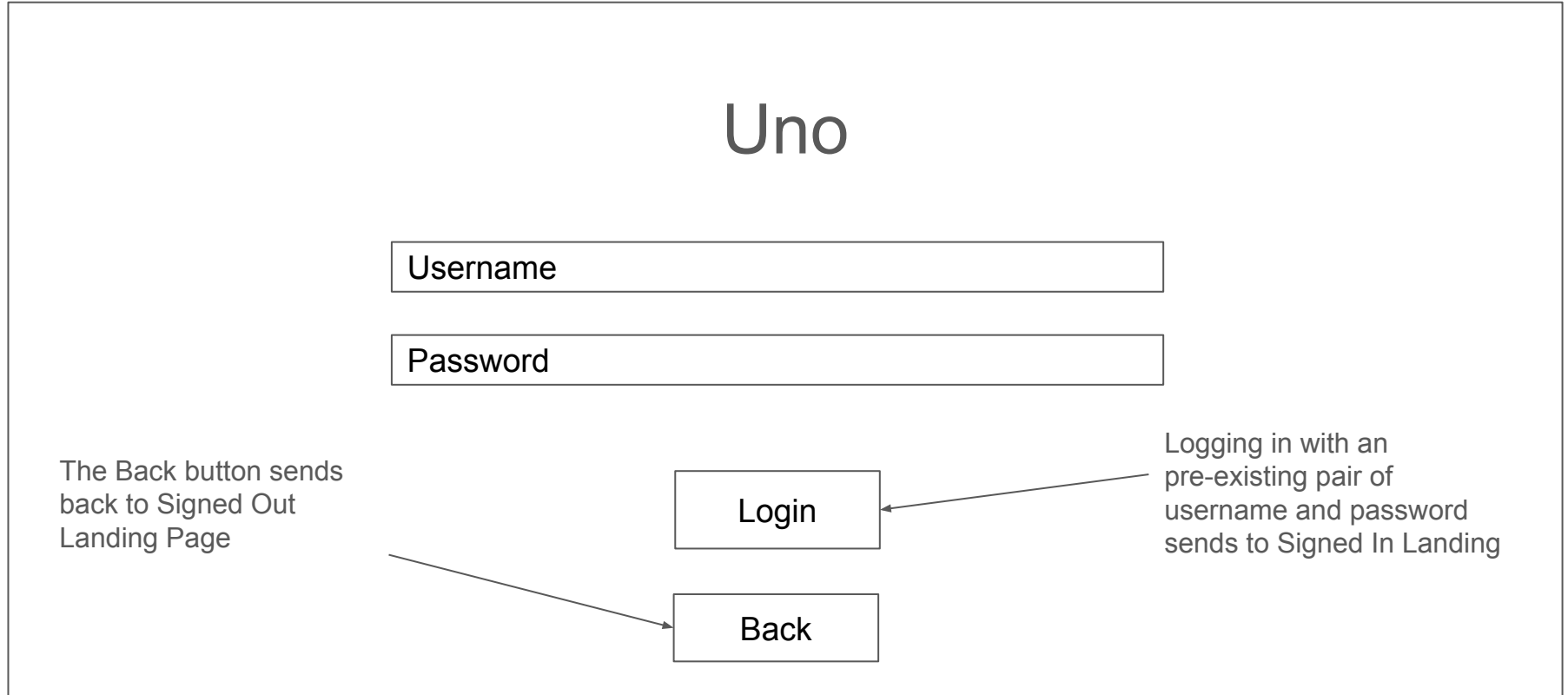
Uno

The back button  
sends back to  
Signed Out Landing  
Page

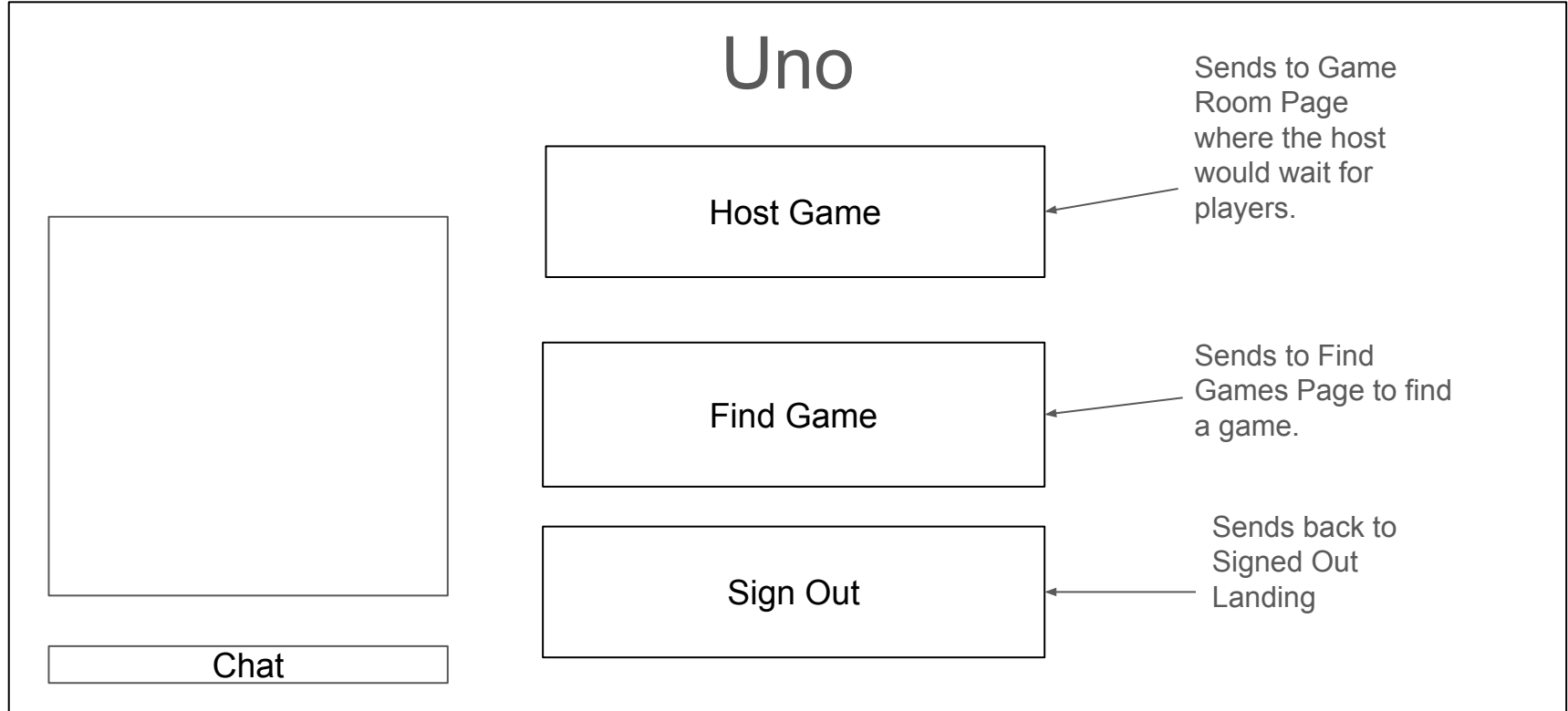
Signing up with a new  
username, password,  
and email sends to  
signed in landing, and  
adds the data to  
database.

```
graph TD; Uno[Uno]; Username[Username]; Password[Password]; Email[Email]; SignUp[Sign Up]; Back[Back]; Username --- Password; Password --- Email; SignUp --- Back; Back --> SignedOut[Signed Out Landing Page]; SignUp --> SignedIn[Signed in landing];
```

# Wireframe Log in



# Wireframe Signed In Landing





# Wireframe Find Games Page

Scroll Bar



# Wireframe Game Room

