

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

Username

Password

Email

Sign Up

Back

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.

Wireframe Log in

Uno

Username

Password

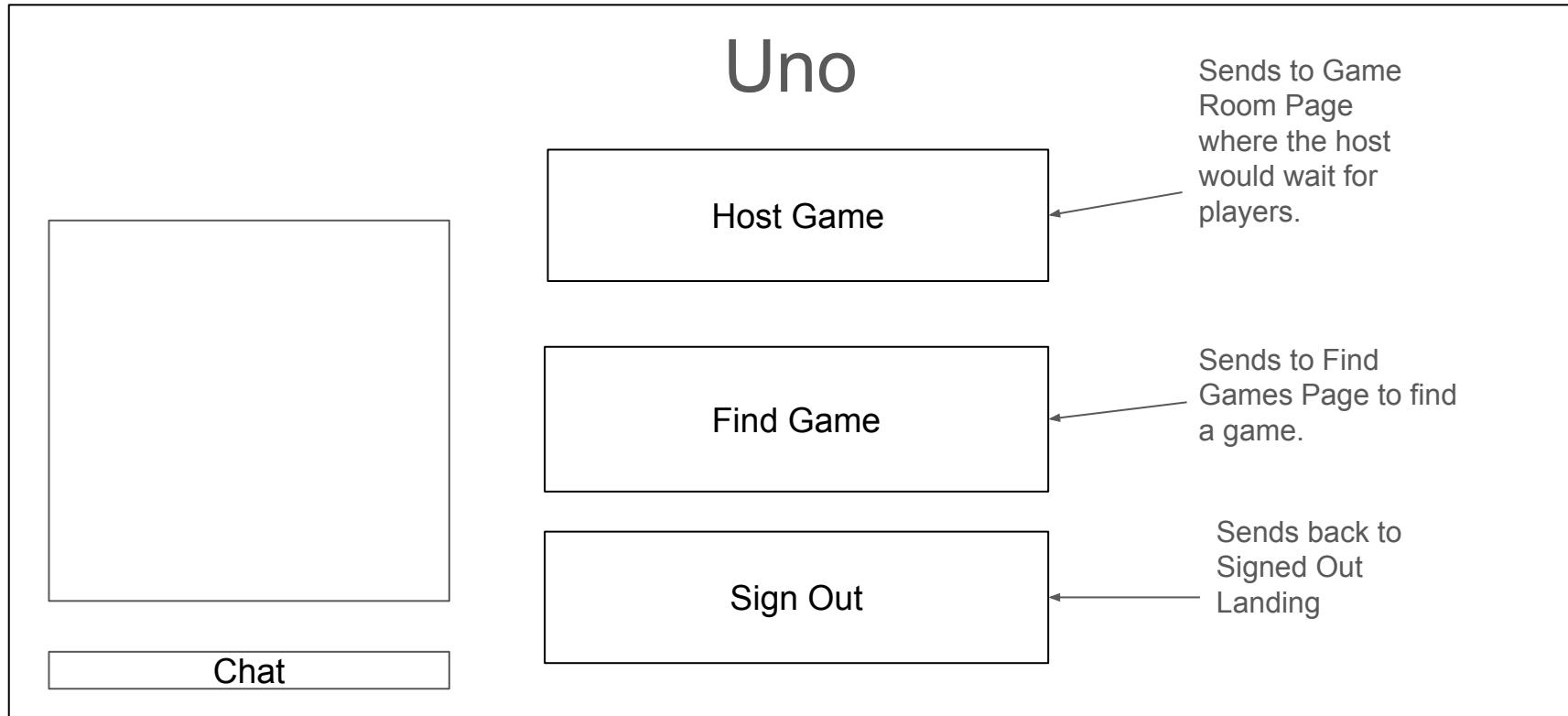
The Back button sends
back to Signed Out
Landing Page

Login

Back

Logging in with an
existing pair of
username and password
sends to Signed In Landing

Wireframe Signed In Landing



Wireframe Find Games Page



Scroll Bar

Wireframe Game Room

