

Milestone 1 - Golf Card Online

By Team E

Project Overview

The project is a web-based multiplayer Golf card game

- FLOW: Players login or signup -> join a lobby or start a game -> flip and swap cards, and see real-time score updates.
- To WIN: Players aim to achieve the lowest total score by strategically swapping cards to minimize their hand's value.

The app features real-time multiplayer play, turn-based logic, and a clean, easy-to-use interface. It demonstrates backend data management, state control, and game flow using Express.js and PostgreSQL

Features - The Required

Render deployment

Express.js backend

PostgreSQL database

User authentication (sign up/log in)

Lobby system for creating/joining games

Features - Golf Card Game Specific

- Turn-based multiplayer play
- Deck and discard pile management
- Hand-swapping logic and card value calculations
- Score calculation per round
- Game-end conditions (fewest total points after several rounds)
- Leaderboard tracking wins and scores

Technologies

Required: Render, Node.js, Express.js, PostgreSQL

We could add:

- Socket.IO -> for real-time updates
- Tailwind CSS -> for styling

Obviously using Typescript

Wireframe: Signed-out Landing Page



Signed-Out Page landing Page - New players create accounts; existing players log in.

Play Golf Card Game with friends online!



Sign-In

Sign-Up

Sign-In

Sign-Up

Wireframe: Sign Up



Sign-In

Sign-Up

SIGN-UP

Email

Username (to be used in game)

Password

SIGN-UP

Wireframe: Log In



Sign-In

Sign-Up

SIGN-IN


Email

Username (to be used in game)

Password

SIGN-IN

Wireframe: Lobby (Signed-in Landing Page)



Choose Lobbies to Join - *Players wait for opponents or start a new match.*

UserName

SignOut

Waiting - 3 Players [Join]

Room A

In-Progress - 4 Players [Spectate]

Room B

Waiting - 6 Players [Join]

Room C

Waiting - 1 Players [Join]

Room D

Create a New Lobby

LeaderBoard

Wireframe: Game Room



Game Room (Room D) - Turns alternate as players draw, swap, and reveal cards. Server tracks deck and hand states.

UserName

SignOut

Players List

Username 1

TURN

Username 2

TURN

Username 2

Their Cards

?

?

?

?

?

?

DRAW

Discard

?

2

Player Turns:

|
|
| → You

Chat? Not sure

Chat: YO

Your Cards

Username1

?

?

?

K

10

J

Swap Card

Draw Card

Discard Card

Wireframe: Results Screen

