# 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

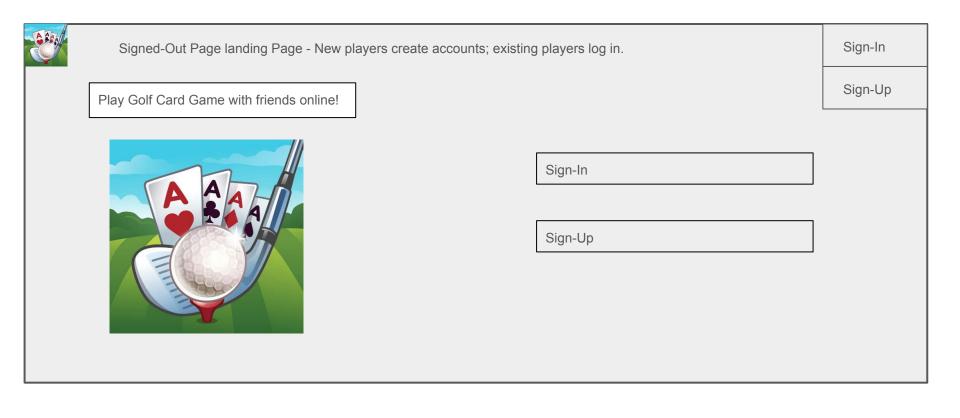
Required: Render, Node.js, Express.js, PostgreSQL

We could add:

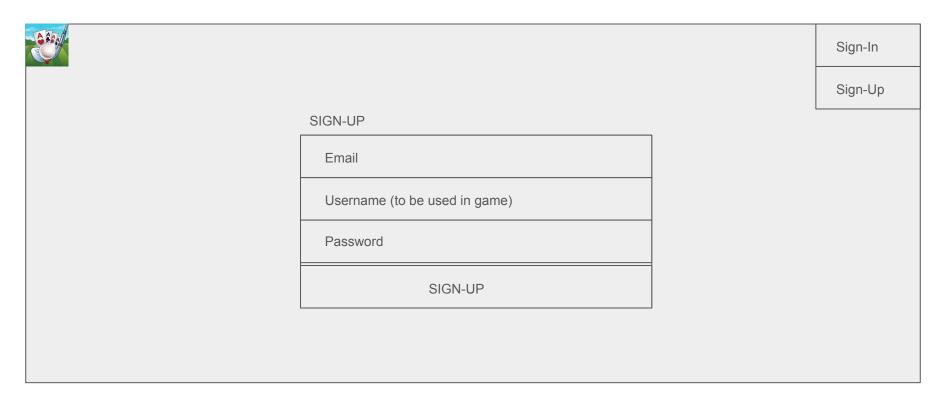
- Socket.IO -> for real-time updates
- Tailwind CSS -> for styling

Obviously using Typescript

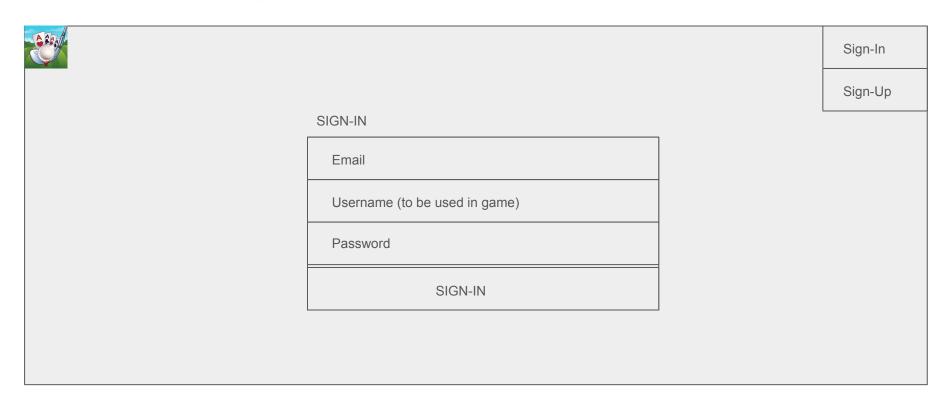
# Wireframe: Signed-out Landing Page



# Wireframe: Sign Up



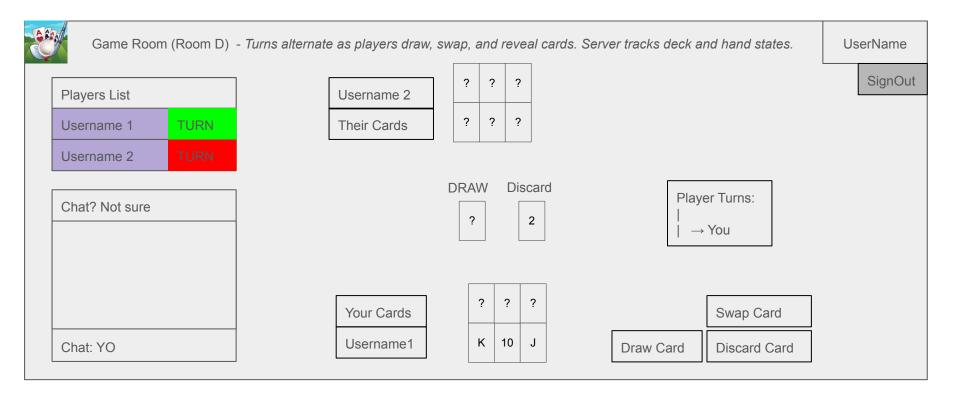
# Wireframe: Log In



# Wireframe: Lobby (Signed-in Landing Page)



#### Wireframe: Game Room



#### Wireframe: Results Screen

