

# CSC 667 - Team H

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# Project Overview

- The game we decided to build was UNO
- UNO is a 2-4 player card game where players take turns discarding cards of matching color, number, or by using special action cards. The goal is to be the first player to discard all of their cards.

# Features

- Render Deployment
- [Express.JS](#) backend
- PostgreSQL Database
- User authentication system
- Real time chat between players
- Multiple games on one server

# Game Features

- 2 - 4 Players per game
- Turn based logic
  - Enforce traditional UNO rules such as reverse and skipping
- Actions during a turn
  - Pick up a card, discard a card, call UNO
  - Only allow player to play legal cards
- Win Detection
  - Display winner once someone runs out of cards
- **Bonus:** Allow players to spectate games

# Technologies

- Render
- Express.js
- Node.js
- Socket.io
- PostgreSQL
- HTML / CSS / JS
- bcrypt



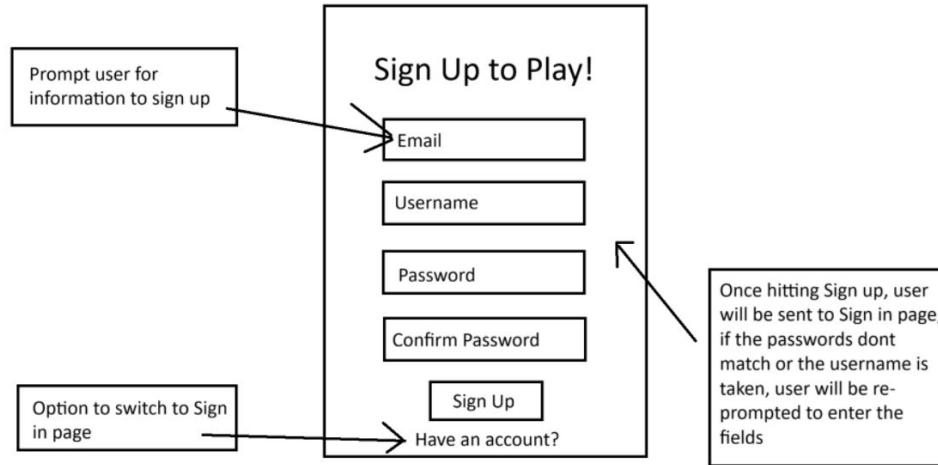
# Wireframes

# UNO

Play Now

Send user to  
registration page

Signed-out Landing Page



## Sign-Up Page



A diagram of a login form. It consists of a large rectangular container. Inside the container, there are three input fields stacked vertically: the top one is labeled 'Username', the middle one is labeled 'Password', and the bottom one is labeled 'Login'. Below the 'Login' field, there is a text link that says 'Don't have an account? Sign up'. An arrow points from the 'Login' field to a separate box on the right that contains the text 'Click -> Navigates to Lobby'.

Username

Password

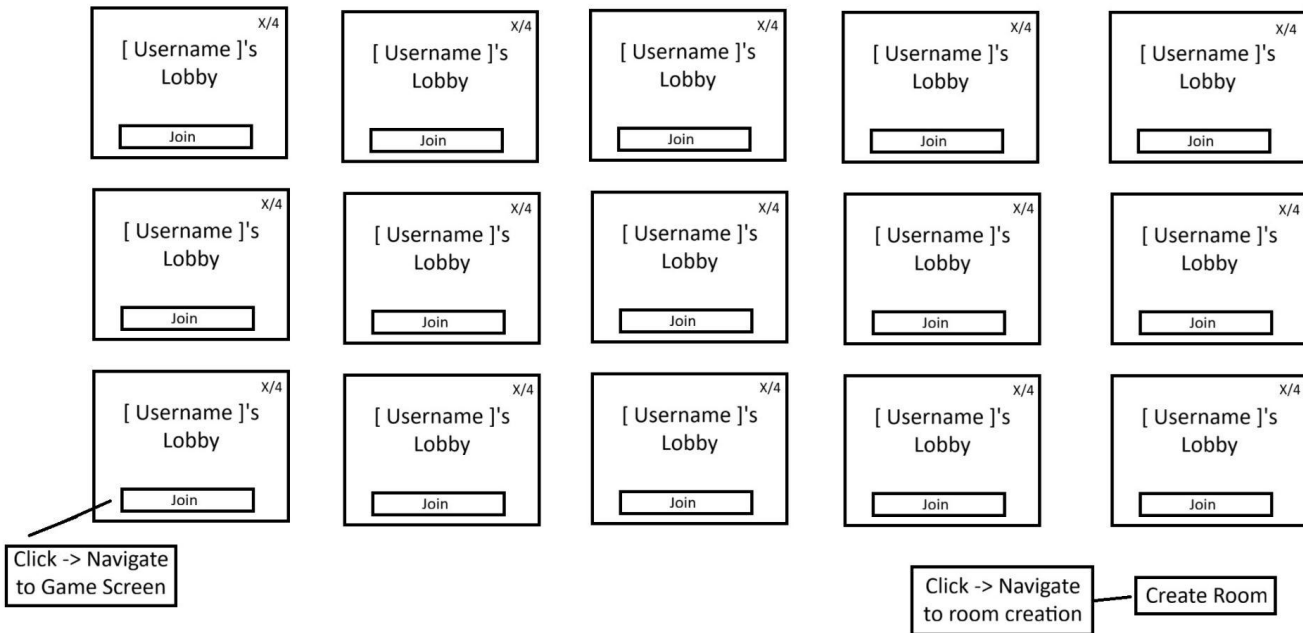
Login

Don't have an account? Sign up

Click -> Navigates to Lobby

Login Page

# Game Lobby



Signed-In Landing Page

# Create A Room

2 Players

3 Players

4 Players

Click -> Sets max number of  
players in lobby

Players in Lobby

[ Player Username ]

[ Player Username ]

[ Player Username ]

[ Player Username ]

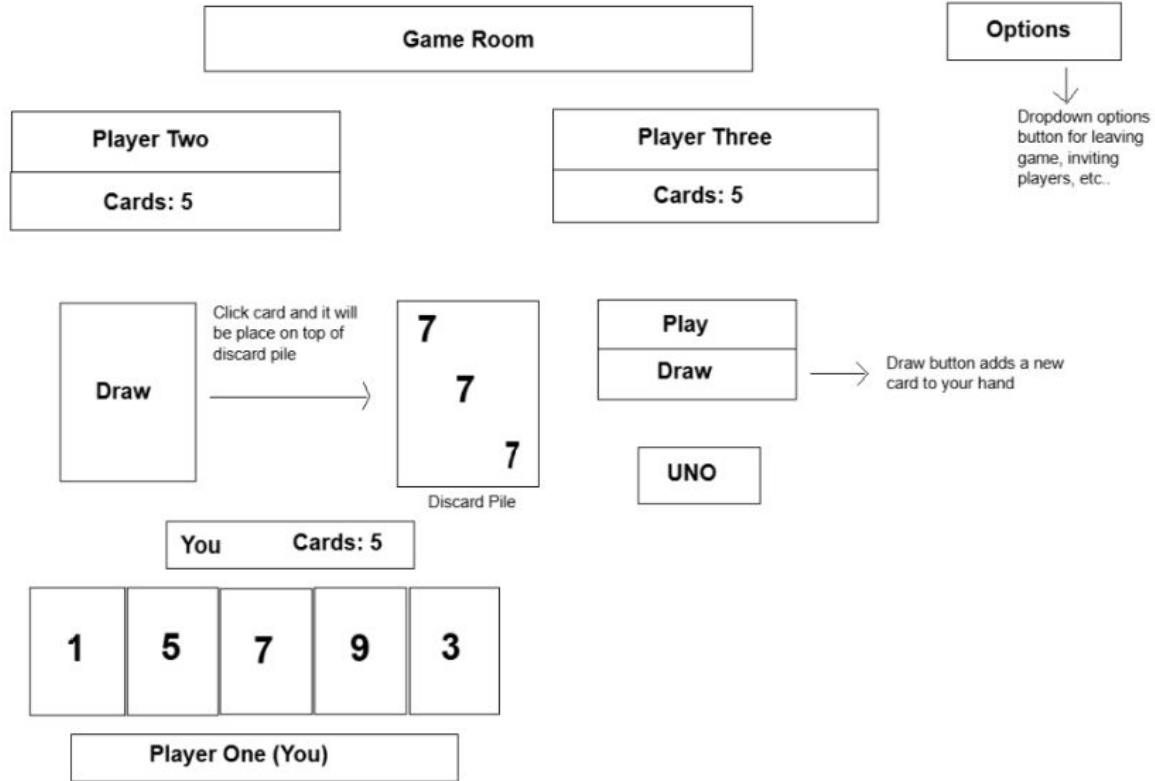
Set Room Password

Invite Player

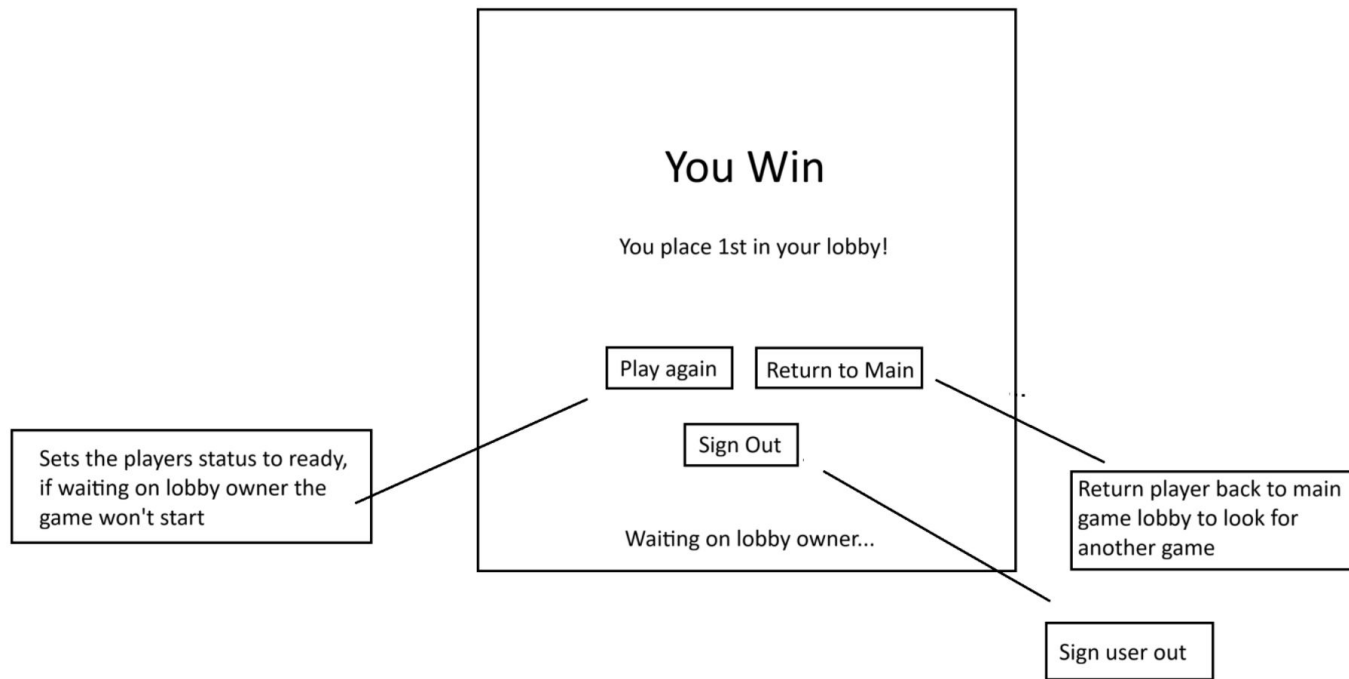
Click -> Navigates  
to game room

Start Game

Room Creation



Game Room



## Game Results (Player POV)



## Game Results (Game Master POV)