UNO Web Game – Milestone 1

- Team Project Presentation
- Milestone 1: Overview & Wireframes

Project Overview

- A web-based multiplayer UNO game.

- Players sign up, join a lobby, create rooms, and play UNO in real time.

- Server enforces rules, tracks turns, and stores basic stats.

Core Features

- User authentication (Sign Up / Log In / Log Out)
- Lobby with list of rooms, create/join room
- UNO gameplay: draw, play card, action cards
- Real-time turn updates (basic version)
- Game end detection + results screen

Stretch Features

- Real-time via Socket.io
- UNO button + penalties
- Player stats (wins, games played)
- In-room chat
- Mobile-friendly UI

Tech Stack

- Node.js + Express.js backend
- PostgreSQL database
- Frontend: HTML, CSS, JavaScript
- Deployment on Render
- Optional: Socket.io

Wireframes: Signed-out Flow

- Landing Page

- Sign Up Screen

- Log In Screen

- (Insert photos of sketches here)

Wireframes: Lobby & Game Room

- Signed-in Landing (Lobby)
- Game Room layout:
- - Player list
- - Draw + discard piles
- - Player hand
- - Turn indicator

Wireframes: Results Screen

- Game Over screen layout
- Winner display
- Return to lobby button