UNO!

Carlos Rodriguez-Malak, Santiago Aguilar

Wilmaire Mejia

Project Overview

UNO is a popular multiplier card game enjoyed by millions and can be played at dinner parties, family gathering, or outings with friends. We want to create UNO while implementing features the card game doesn't.

Features

01 User Features:

- Sign up
- Log In
- Log out
- Edit Profile

02 Game Features:

- Play UNO!
- View Instructions
- View Results
- Create or Join
- Turn-based game
- Chat globally & in-game

03 Required Features:

- Play with public link
- Creating & joining games with backend
- Store user data with database
- Handle API routes for front and backend communication

Persona 01

Technologies

We will use the required technologies: Render, Node.js, Express.js, PostgreSQL

As well as HTML & CSS and dependencies like NPM.

PostgreSQL

Wireframe: Signed-Out Landing Page

- Starting screen everyone will see.

Signed-out Landing page

WELCOME GET STARTED BY LOGGING IN OR SIGNING UP

Clicking Sign in redirects user to the log in page. → Sign In

Clicking Create Account redirects user to the sign up page. → Create Account

Wireframe: Sign Up

- Sign up page where new accounts are made

Sign-up page

Create an Account Play Today!

Enter Username

Enter Email

Enter Password

Confirm Password

If all supplied data is good user should be
redirected to signed-in landing room already
logged into their new account.
If the data is bad all field should reset and notify
the user there was an error making their account.

Create Account

Wireframe: Log In

- Login page where existing users can access their accounts

Log in Page

Welcome Back

Enter Username

Enter Password

If correct cordentials are supplied user should be redirected to Signed-In Landing page
If incorrect username password user should be notified and allowed to try again.

LOG IN

Wireframe: Sign Up

- Sign up page where new accounts are made

Sign-up page

Create an Account Play Today!
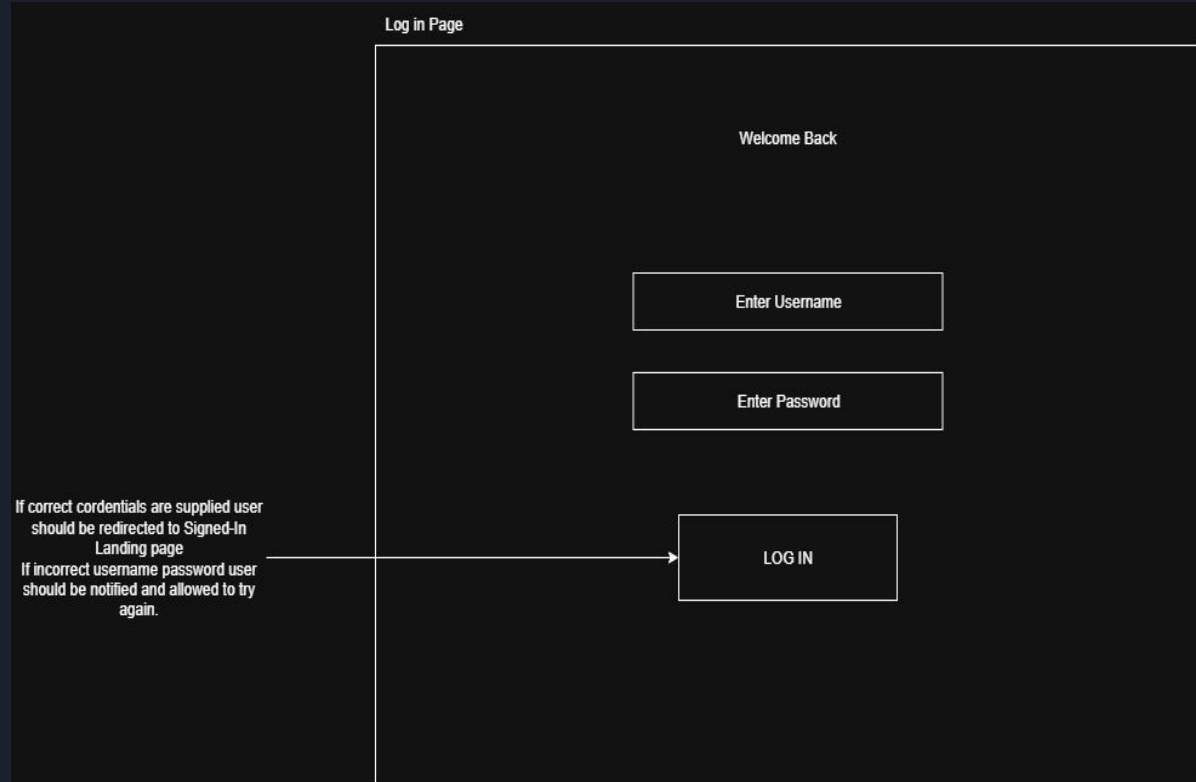
Enter Username

Enter Email

Enter Password

Confirm Password
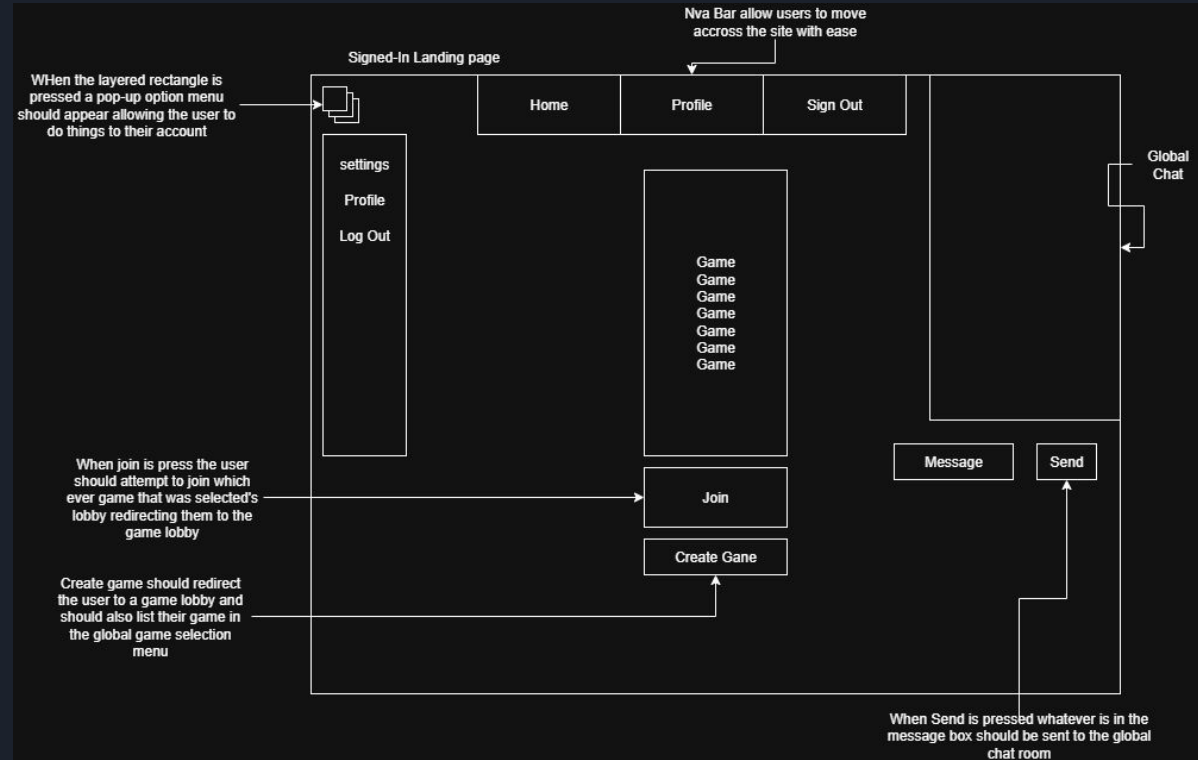
If all supplied data is good user should be redirected to signed-in landing room already logged into their new account.
If the data is bad all field should reset and notify the user there was an error making their account.

Create Account

Wireframe: Signed-in Landing Page

- Signed-in Landing Page this is essential the home page of a user that is signed in
- More features available here

Wireframe: Game Room

- Game Room is where players will be versing each other in a game of UNO!

Game Room

Another Player

Another Player

Another Player

Another Player

The amount of cards left of another player should be visible to everyone playing

Another Player

Game Room Chat should show all the messages from the players in the lobby

When a player presses the Draw Card button they should be given another card directly to their hand

Draw Card

Last played Card

Message

Send

When pressed should send the message to the chat room

When a player presses a card they own it should attempt to play that card automatically

Players Cards

Wireframe: Profile

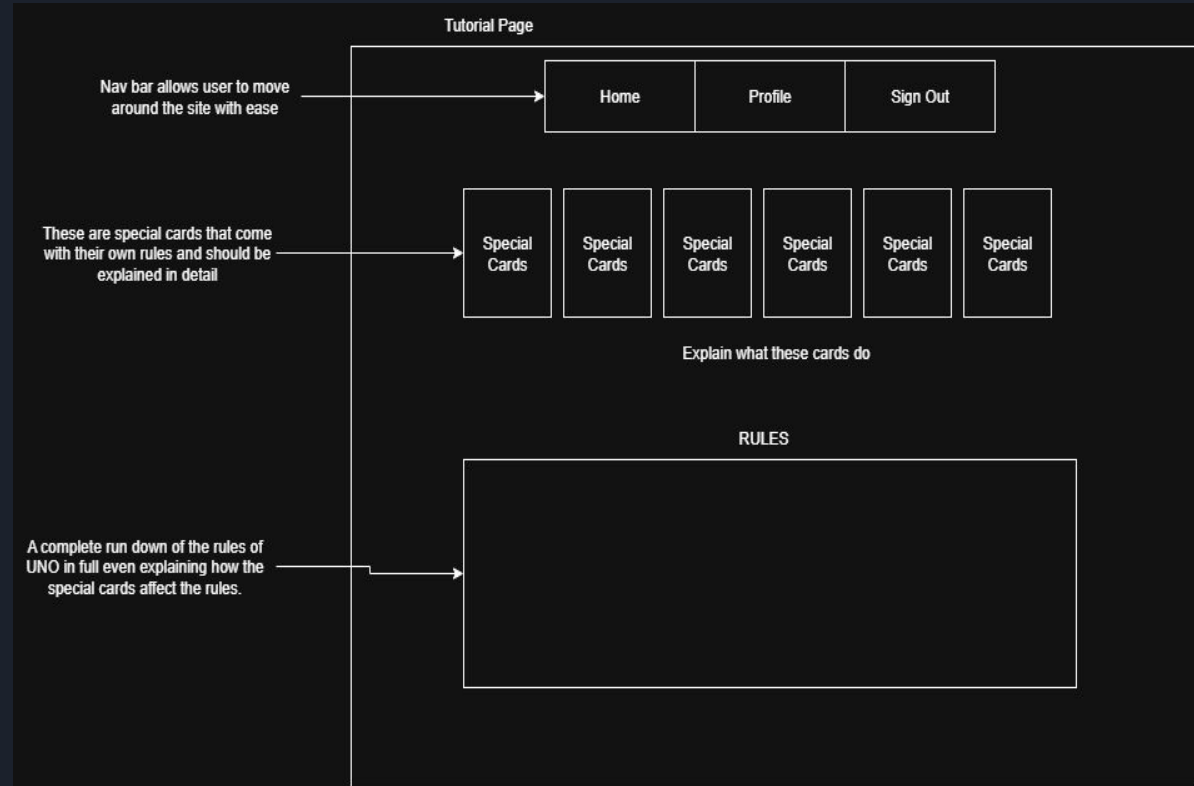- The Profile page offers a signed in user options to customize their page.
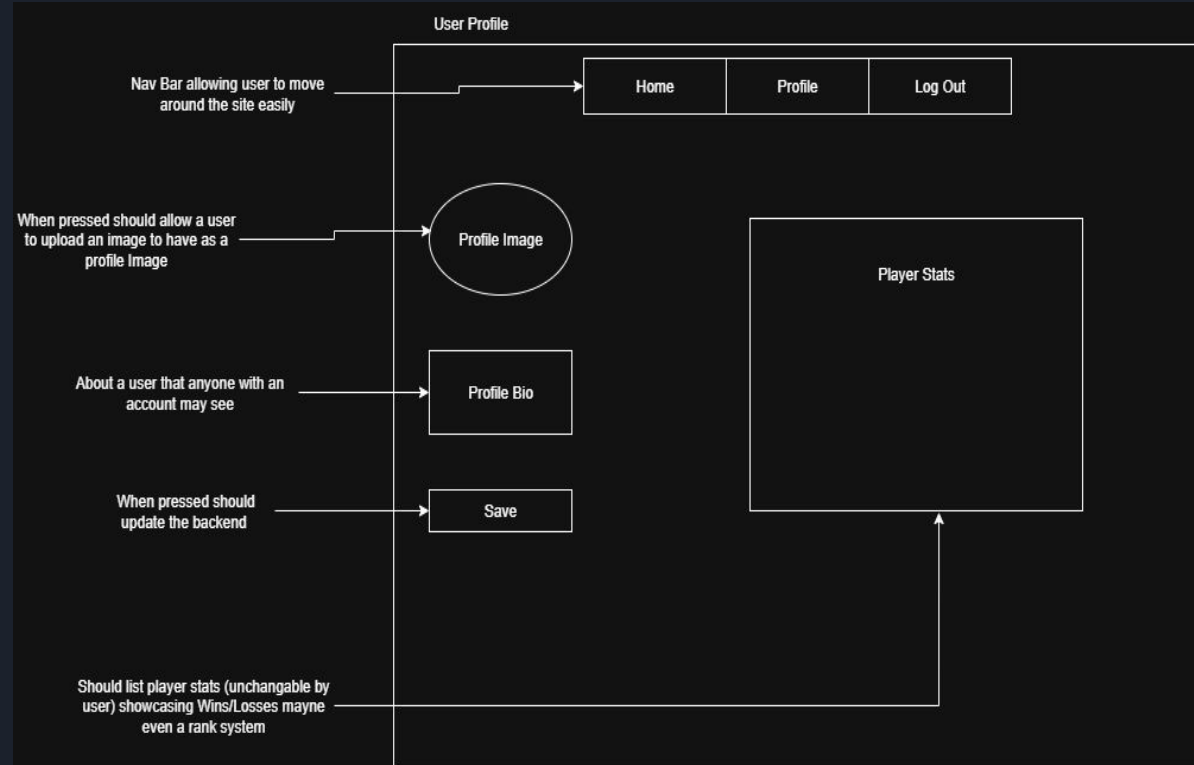
Wireframe: Tutorial Page

- The tutorial page is where new players or seasoned vets can check how to play the game

Tutorial Page

Nav bar allows user to move around the site with ease →

Home	Profile	Sign Out

These are special cards that come with their own rules and should be explained in detail →

Special Cards	Special Cards	Special Cards	Special Cards	Special Cards	Special Cards

Explain what these cards do

RULES

A complete run down of the rules of UNO in full even explaining how the special cards affect the rules. →

Thank you!