UNO!

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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

Technologies

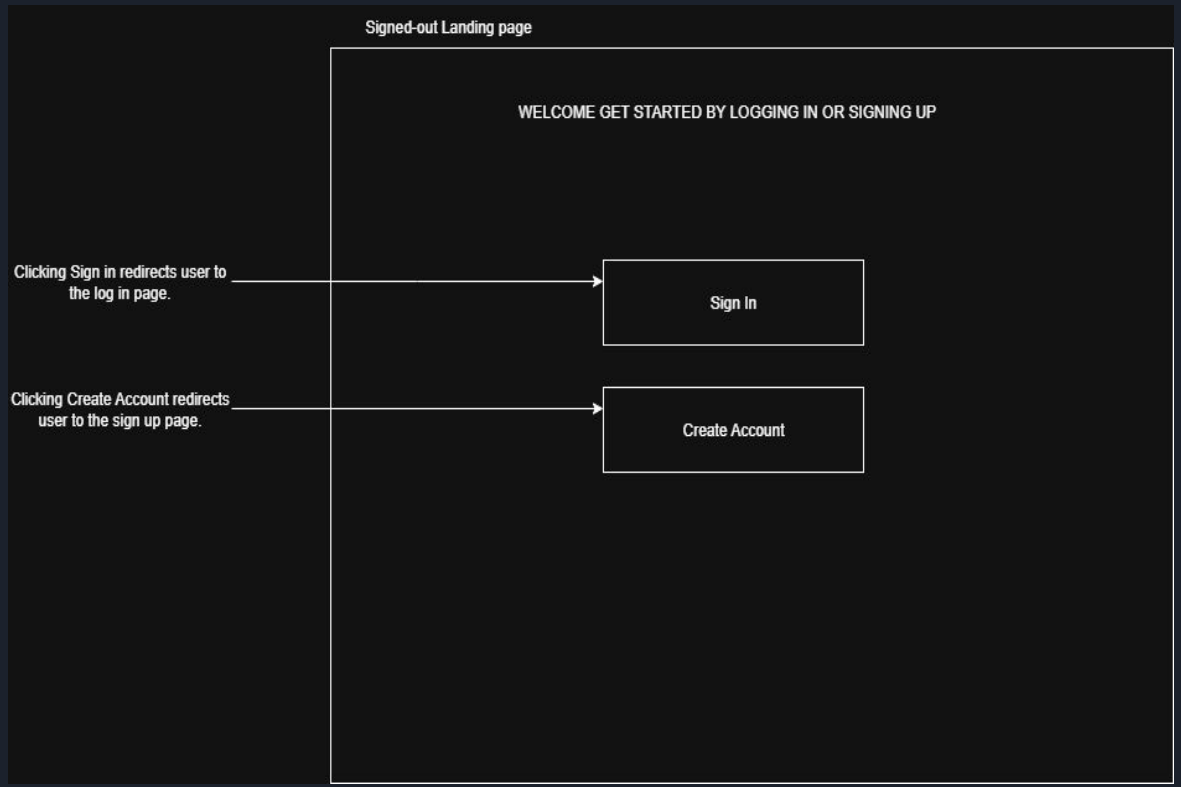
We will use the required technologies: Render, Node.js, Express.js, PostgreSQL

As well as HTML & CSS and dependencies like NPM.

PostgreSQL

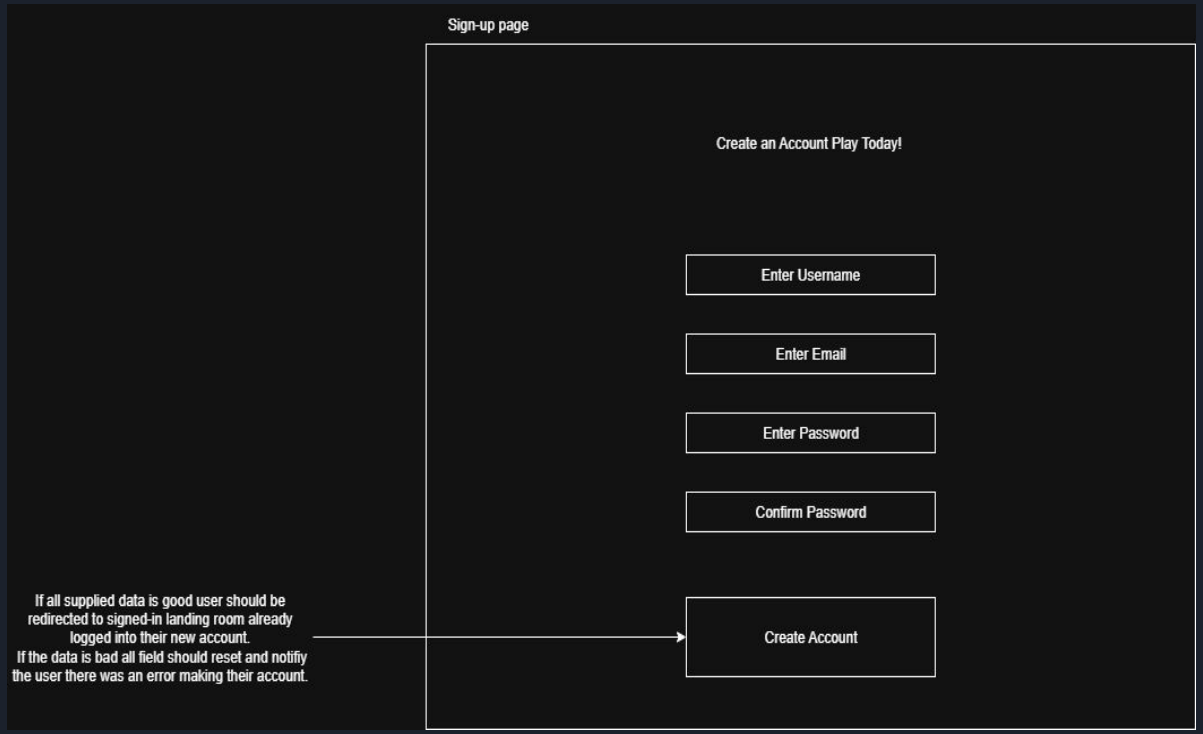
Wireframe: Signed-Out Landing Page

- Starting screen everyone will see.



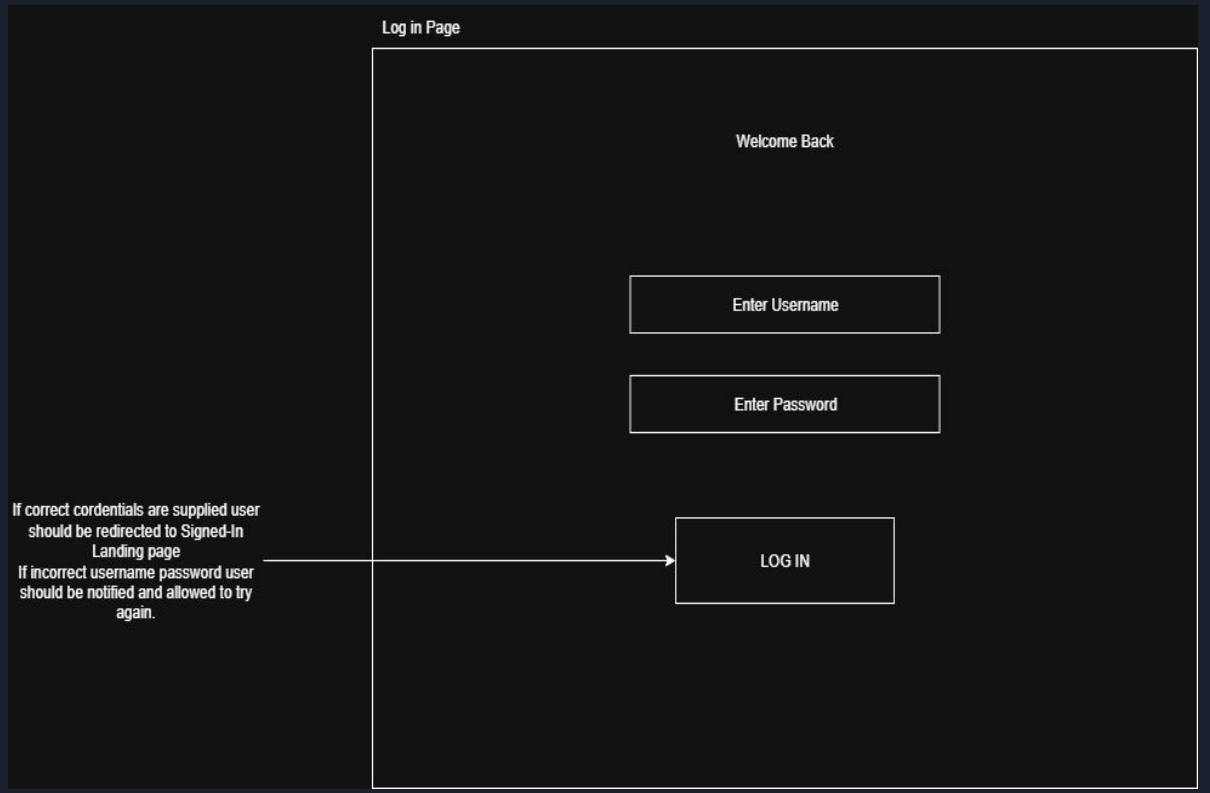
Wireframe: Sign Up

- Sign up page where new accounts are made



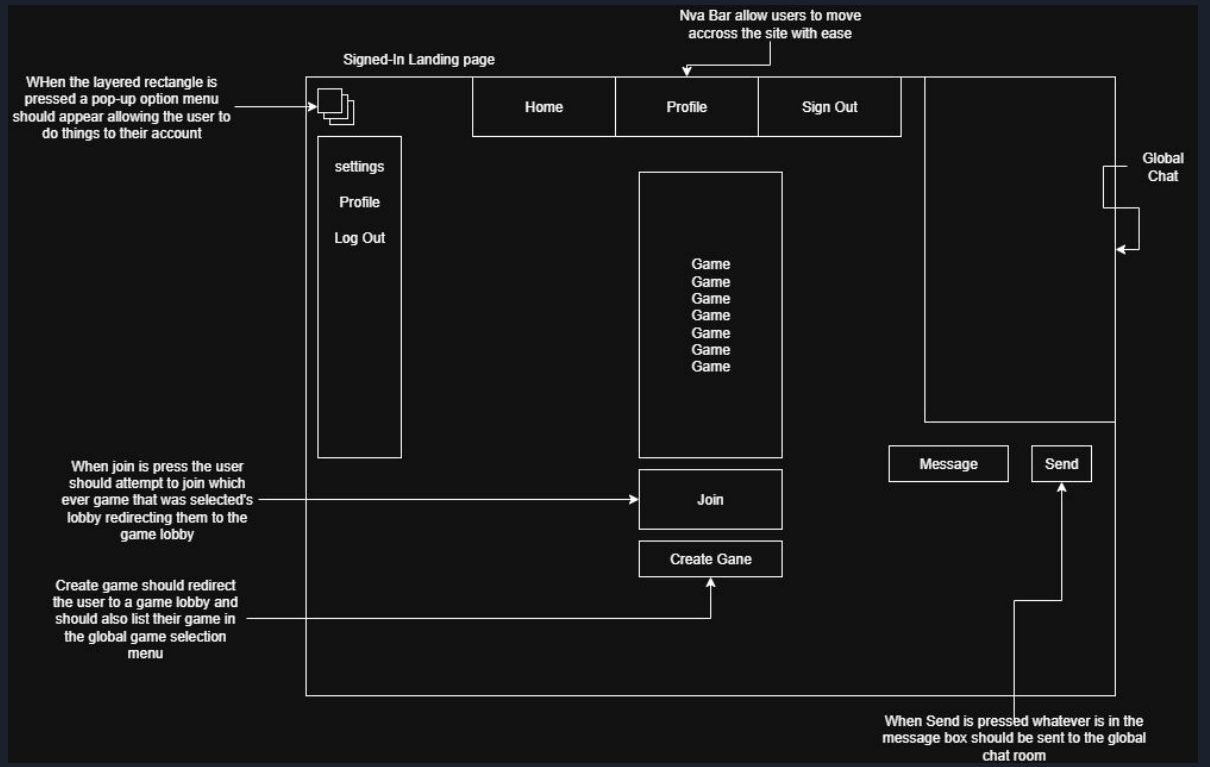
Wireframe: Log In

- Login page where existing users can access their accounts



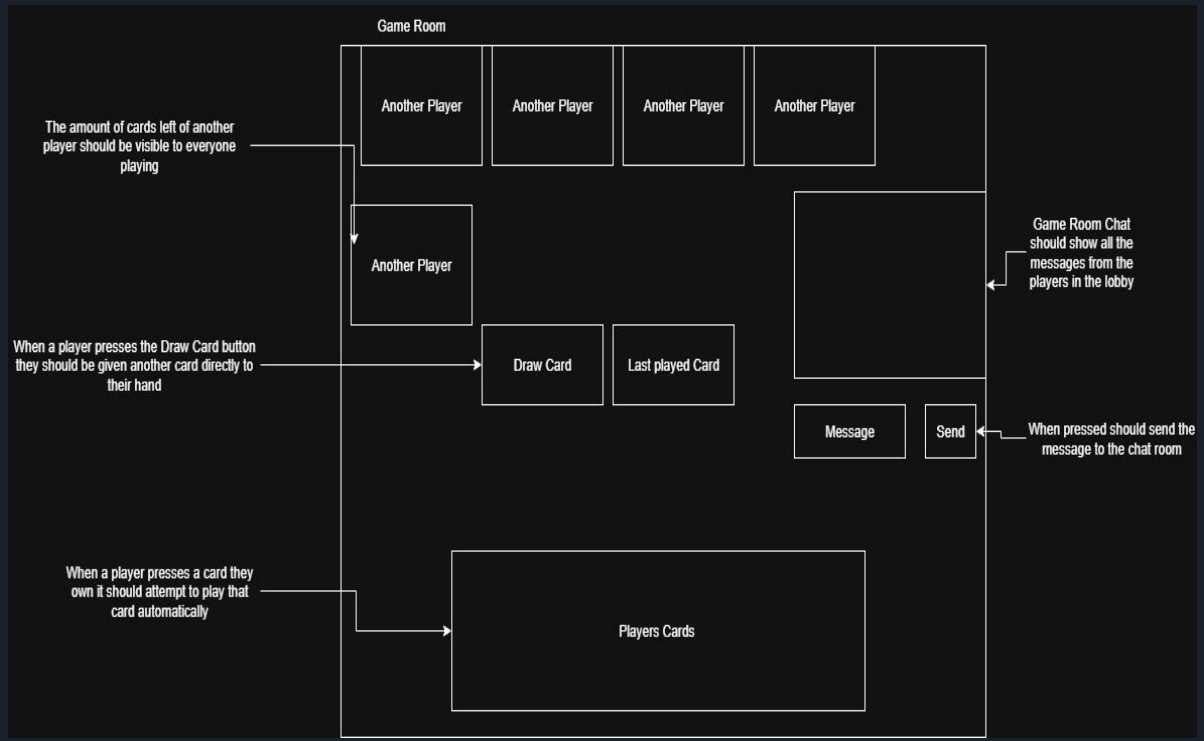
Wireframe: Signed-in Landing Page

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



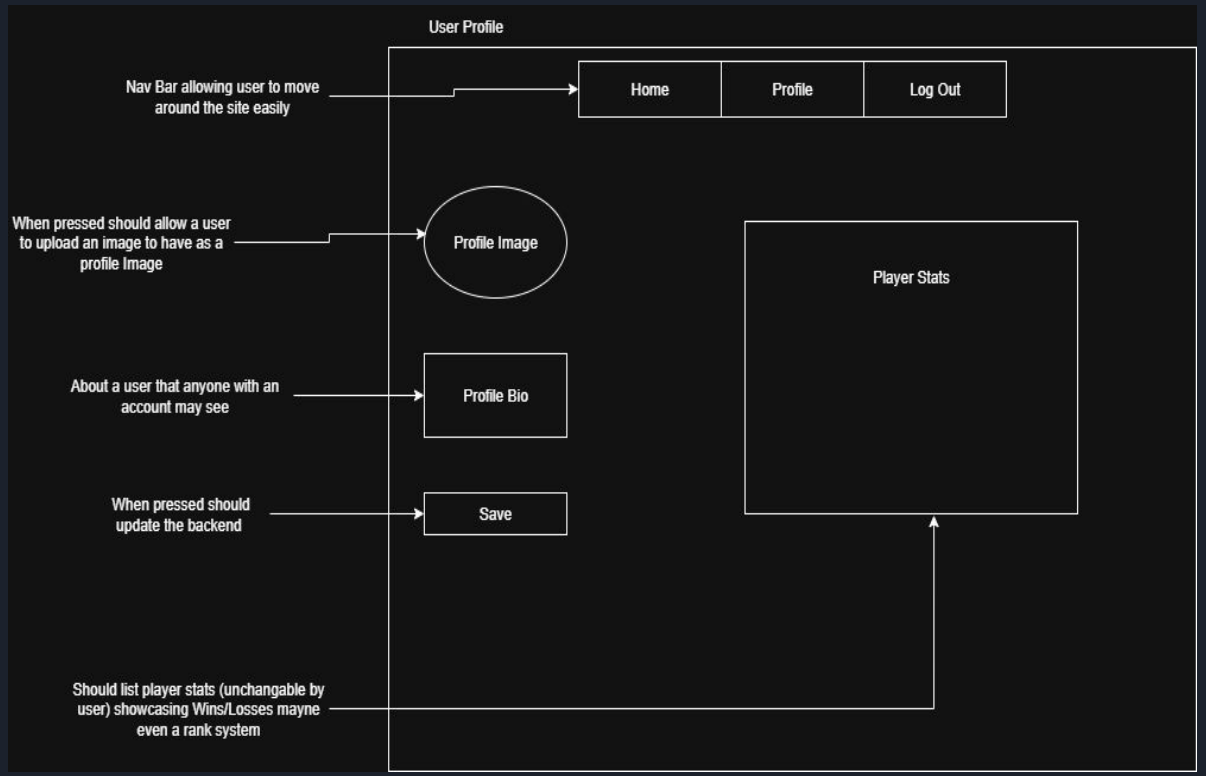
Wireframe: Game Room

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



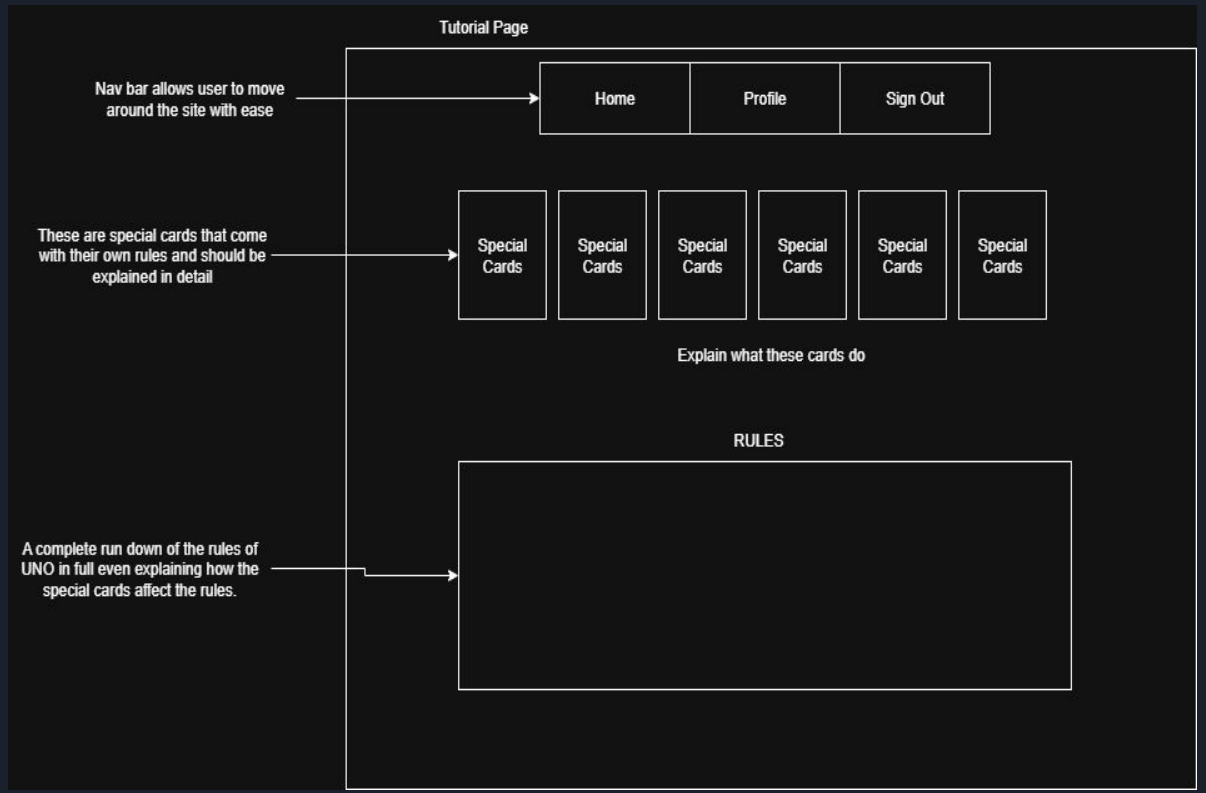
Wireframe: Profile

- 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



Thank you!