# UNO MULTIPLAYER WEB GAME

## CSC 667

TEAM Z-H

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# 01.   Technology Overview

- **Node.js + Express.js** – Backend API & routing

- **PostgreSQL** – Persistent game & user data

- **Socket.io** – Real-time multiplayer & chat

- **EJS** – Server-rendered views

- **Vanilla CSS** – UI styling

- **Render** – Deployment (localhost for testing)

# 02. Team Highlight

**Features that went well:**

Chat Implementation

LogIn & Create Account

Creating Games

Some of game rules implementation

**Technical Challenges:**

Couldn't deploy on Render due to permissions

Card play was difficult

**Design Decision:**

The overall theme and layout of our pages.

Having our cards move on players turn was a nice touch in our opinion

**Exceeded Initial Expectations:**

Everything, in the sense that it was more difficult than anticipated

# 03.  Feature Summary

**Features Implemented:**
- Log in
- Create account
- Create Game
- Join Game
- Global Chat
- In-Game Chat
- Draw cards
- Call Uno
- Play Cards
- Uno Game Rules Implemented

**Features Our Team Didn't have Time To Do:**
- Visibly display hidden cards of other players
- Opponent leaving game and displaying that to in game players
- Game Summary Overview
- Profile Page

# DEMO: