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# Milestone 1

## 1. Project Overview

Uno is a turn-based multiplayer card game where players race to be the first to get rid of all their cards. Each player takes turns matching a card from their hand by color or number with the top card of the discard pile. Action cards such as “Skip,” “Reverse,” “Draw Two,” and “Wild” add strategy and chaos to the game. The first player to have no cards left wins the round, and the final leaderboard shows the ranking of all players.

## 2. Features

### Required Features

- Deployment: Hosted on Render for public access.
- Backend: Express.js server handles routes, player sessions, and game logic.
- Database: PostgreSQL stores user accounts, player hands, and game states.
- Authentication: Players can sign up, log in, and join games using persistent sessions.
- Game Lobby: Players can view open games, create new ones, or join existing ones.

### Game-Specific Features

- Turn System: The game enforces turn order and valid moves (e.g., match color or number).
- Card Management: Players can draw or play cards from their hand based on rules.
- Special Cards: Includes Skip, Reverse, Draw Two, Wild, and Wild Draw Four.
- Game Logic: Automatically validates moves and updates the game state for all players.
- Leaderboard: Displays winner(s) and player stats after each game.

### 3. Technologies

#### Required

- Render — deployment platform
- Node.js — runtime environment for backend
- Express.js — server-side framework
- PostgreSQL — relational database for user data and game state

### 4. Wireframes

