Crazy Eights

2-6 players match the top card by rank or suit
Eights can be played at any time and player can set the suit
Winner is first player to run out of cards

Endpoints

POST /api/games - Create a new game

POST /api/games/:game_id/join - Join a game

POST /api/games/:game_id/start - Start a game

GET /api/games/:game_id - Get current game state

POST /api/games/:game_id/play-card - Play a card

POST /api/games/:game_id/draw-card - Draw a card

POST /api/games/:game_id/skip-turn - Skip turn after drawing 3 cards

POST /api/games/:game_id/draw-card

Validation Checks

- User is authenticated and in the game
- It is the user's turn
- Check if player has drawn 3 cards already this turn
- Game is in "playing" state

Edge Cases

- If deck runs out, then reshuffle the deck
- If player doesn't have a valid card to play after 3 draws, skip their turn
- Prevent race conditions with database transactions

State Updates

- Move card from deck to players hand
- Update number of cards drawn

Socket.io Events

- game:card:drawn (public) - All players in the game can see when a player draws a card but can't see the details of the card
- game:hand:update (private) - The player drawing the card can see their new card
- game:deck:shuffled (public) - All players in the game can see if the deck gets shuffled but can't see the cards

POST /api/games/:game_id/play-card

Validation Checks

- User is authenticated and in the game
- It is the user's turn
- Card being played must be a valid choice
- If card being played is an 8 there must be a chosen suit

Edge Cases

- If it's the player's last card, then end the game after playing it
- If player doesn't have a valid card to play after 3 draws, skip their turn
- Prevent race conditions with database transactions

State Updates

- Move played card from user's hand to discard_pile
- Update current_player_id to next player
- Set game state to "ended" if it's the user's last card
- Update current_suit to chosen suit if an 8 is played

Socket.io Events

- game:card:played (public) - All players in the game can see what new card is played
- game:hand:update (private) - Only the user who plays the card can see their updated hand
- game:turn:changed (public) - All players in the game can see the current player get updated
- game:ended (public) - All players in the game can see if the game ends

[Sockets.io](#) Events Summary

game:created (public) - A new game is created

game:player:joined (public) - A player has joined a game

game:started (public) - A game has started

game:card:played (public) - A player has played a card

game:card:drawn (public) - A card has been drawn by a player

game:turn:changed (public) - It is a new user's turn to play a card

game:deck:shuffled (public) - The deck is shuffled after running out of cards

game:ended (public) - There was a winner and the game has ended

game:hand:update (private) - Whenever a player draws a card, plays a card, or the game is starting