



UNO GAME

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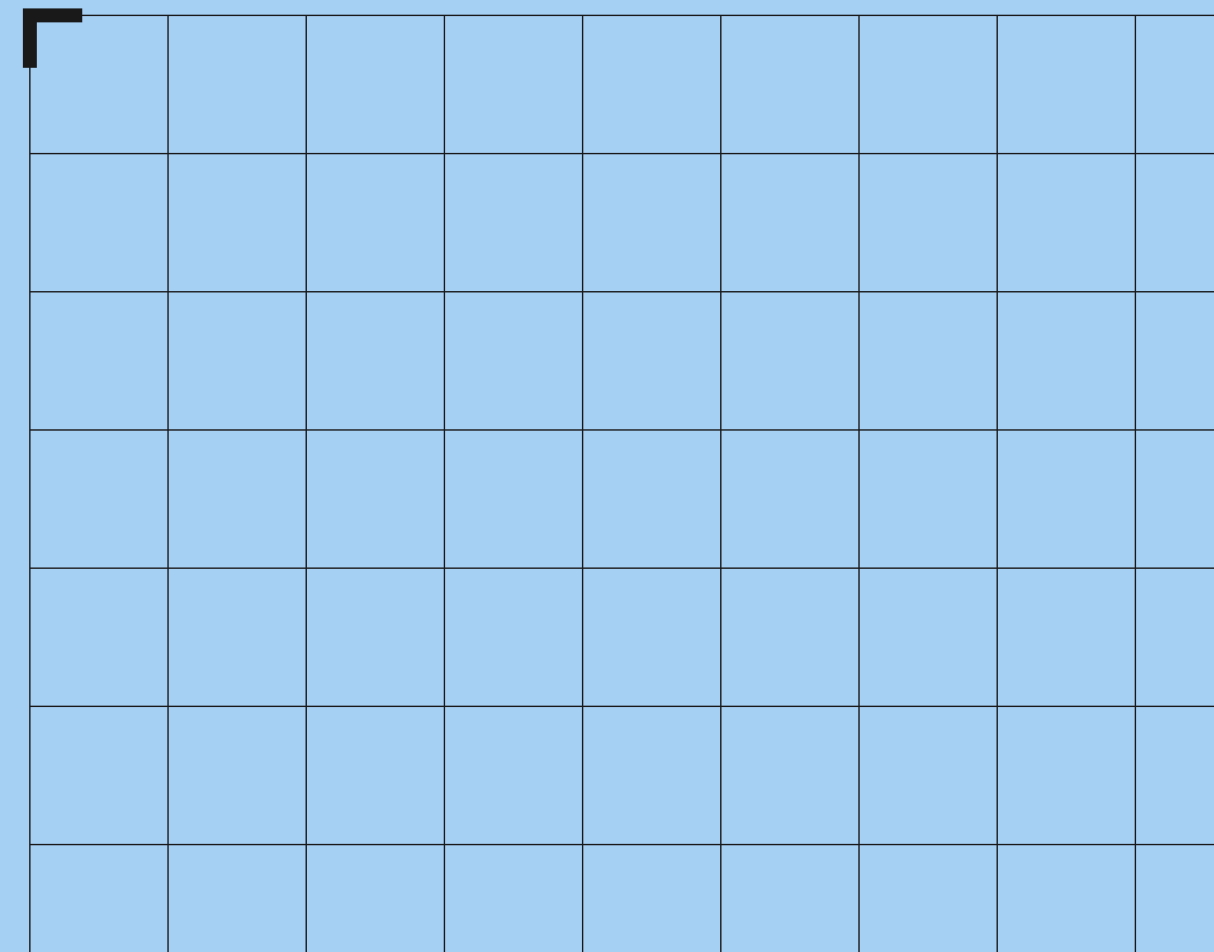
PROJECT OVERVIEW



Purpose: To build and demonstrate building an application in JavaScript.



Objective: Create an Uno game that has a database, a chat functionality, and shows knowledge of project workflow.

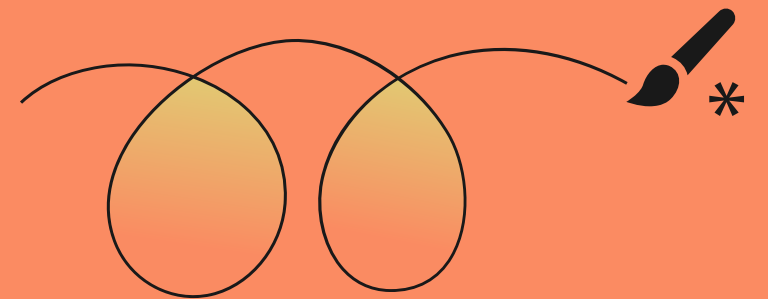


PROJECT ARCHITECTURE



Frontend: JavaScript,
CSS, Embedded
JavaScript

Backend:
PostgreSQL,
pgAdmin4



UPLOAD



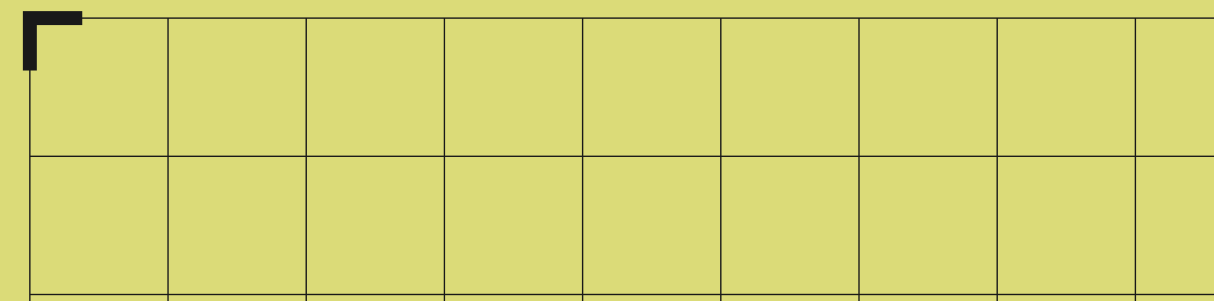
COMPLETED FUNCTIONALITIES



- Chat Log
- User Authentication:
create/register/login
- Database Setup



- Game:
joining/playing/creating/exit
- Logic of Game

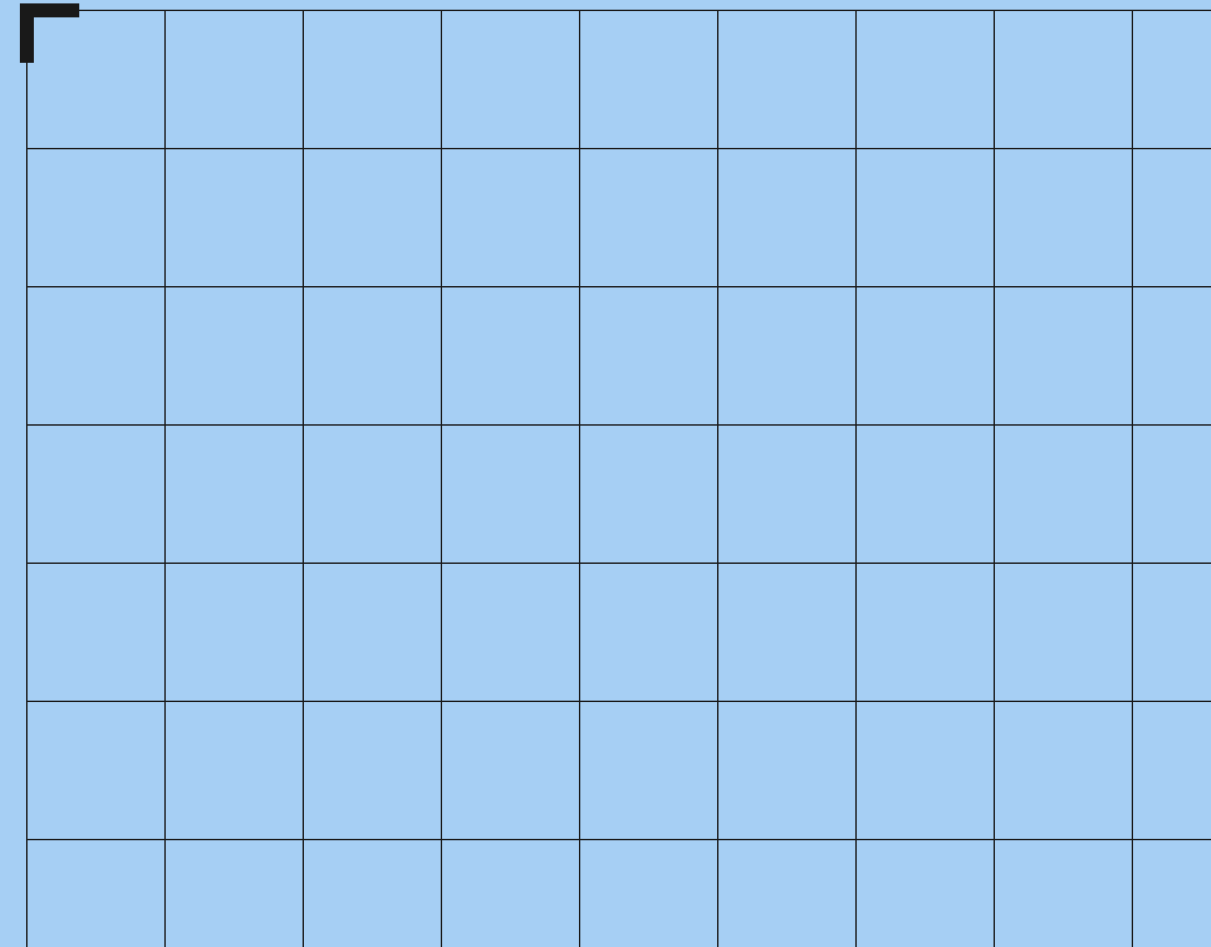


PROBLEM STATEMENT



Challenges:

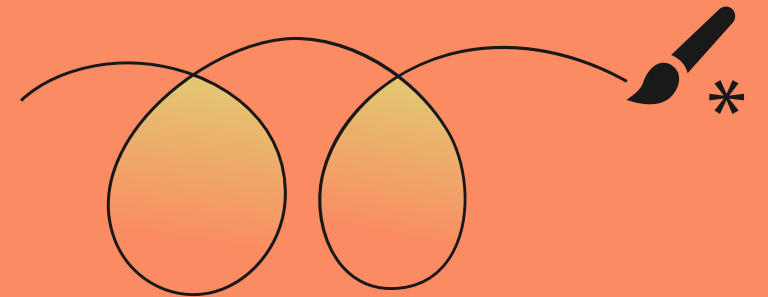
- Card game logic
- Synchronizing game state
- Setting up and running the database
- Validating user and registration
- Socket connection
- Logging into render without validation



RESEARCH METHODOLOGY



- Clearly understand the rules of Uno to know how to implement
- Planning out a UI that is simple and easy to visualize

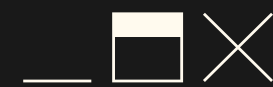


- Figuring out proper game flow and turn management
- Figuring out socket protocols between the client and server

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TESTING PLAN



To test the logic of the game:

- Test the ability to create and join a game

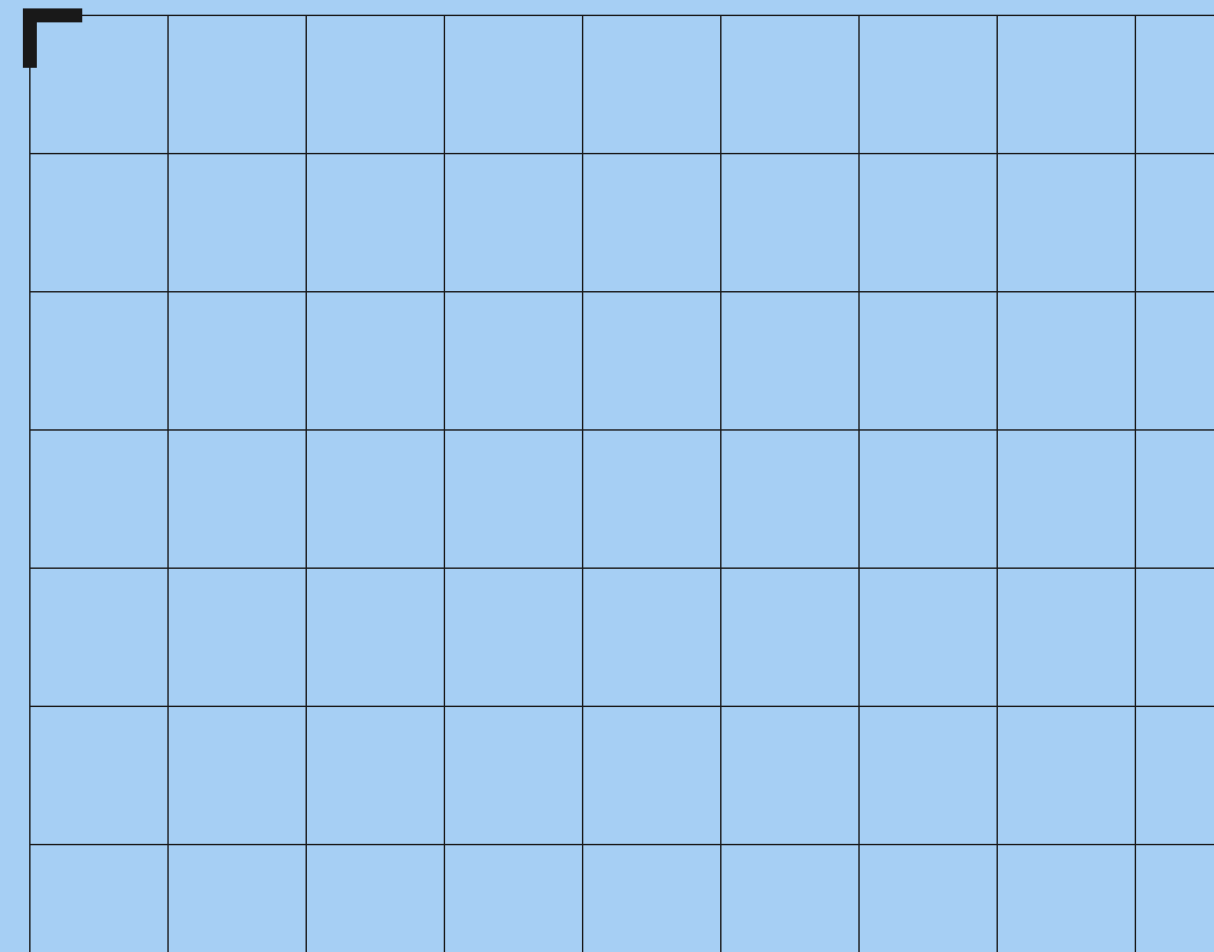


- Create a user from registration and see if it was able to register to the database
- Tested the logic of the cards and executed the desired results

WHAT WE LEARNED



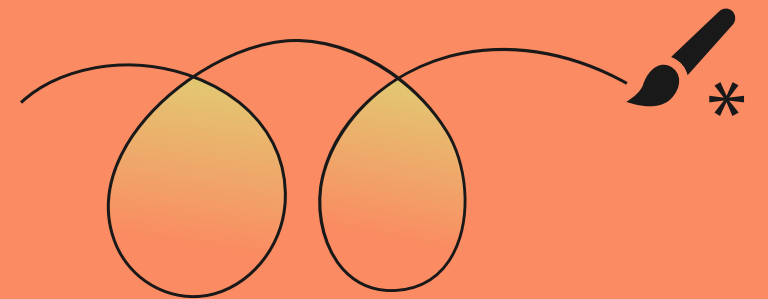
- How to implement a chat log within our application
- How to connect, set up, and validate users within our database
- How to connect game state within the game
- How to use and utilize web sockets which allows client and server to send data to each other at any given time



CONCLUSION



- Collaboration as a team and constant communication is crucial in the successful implementation of the game
- Gained a deeper understanding as a team on implementing Uno in JavaScript



- When faced with a challenge/problem, we learned how to troubleshoot and resolve the issues

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THANK YOU!

Have a good summer everyone!

