UNO

Group J

Game Description

- A multiplayer online game base on the Uno card game that involves matching card's colors and numbers. The main goal is to be the first player that get rid of all your cards. The game can be played with 2-10 players.
- The cards consists of
  - 108 cards in with four colors (Red, Yellow, Green, Blue) where each color has numbers from 0-9.
  - Special cards (skip, Reverse, Draw two)
  - Wild cards like wild and wild Draw four.

Game general features:

- A multiplayer game where users can make a room and invite players to play.
- A game can have two or more players playing concurrently.
- A player can create a new account.
- A player can create a room and specify how many players can join.
- A chat feature where users can communicate with each other.
- Each room will have a unique number that players can use to join.
- Players can quite a game.

Stack

We have decided to use the following stack to complete our game:

- PostgreSQL
- React.js
- Express.js
- Node.js
- Render

Front End
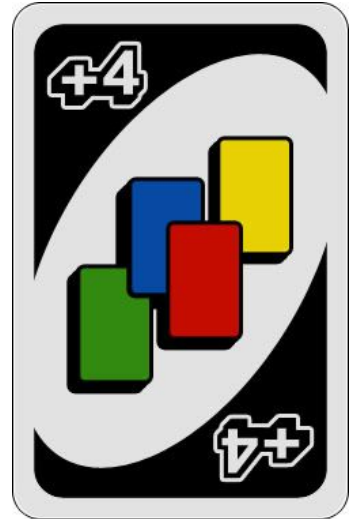
The Front End will include:

- A Home Page
- Login and Registration Page
- A settings page
- A help page
- simple animations and audio
- A sleek and easy to use U/I
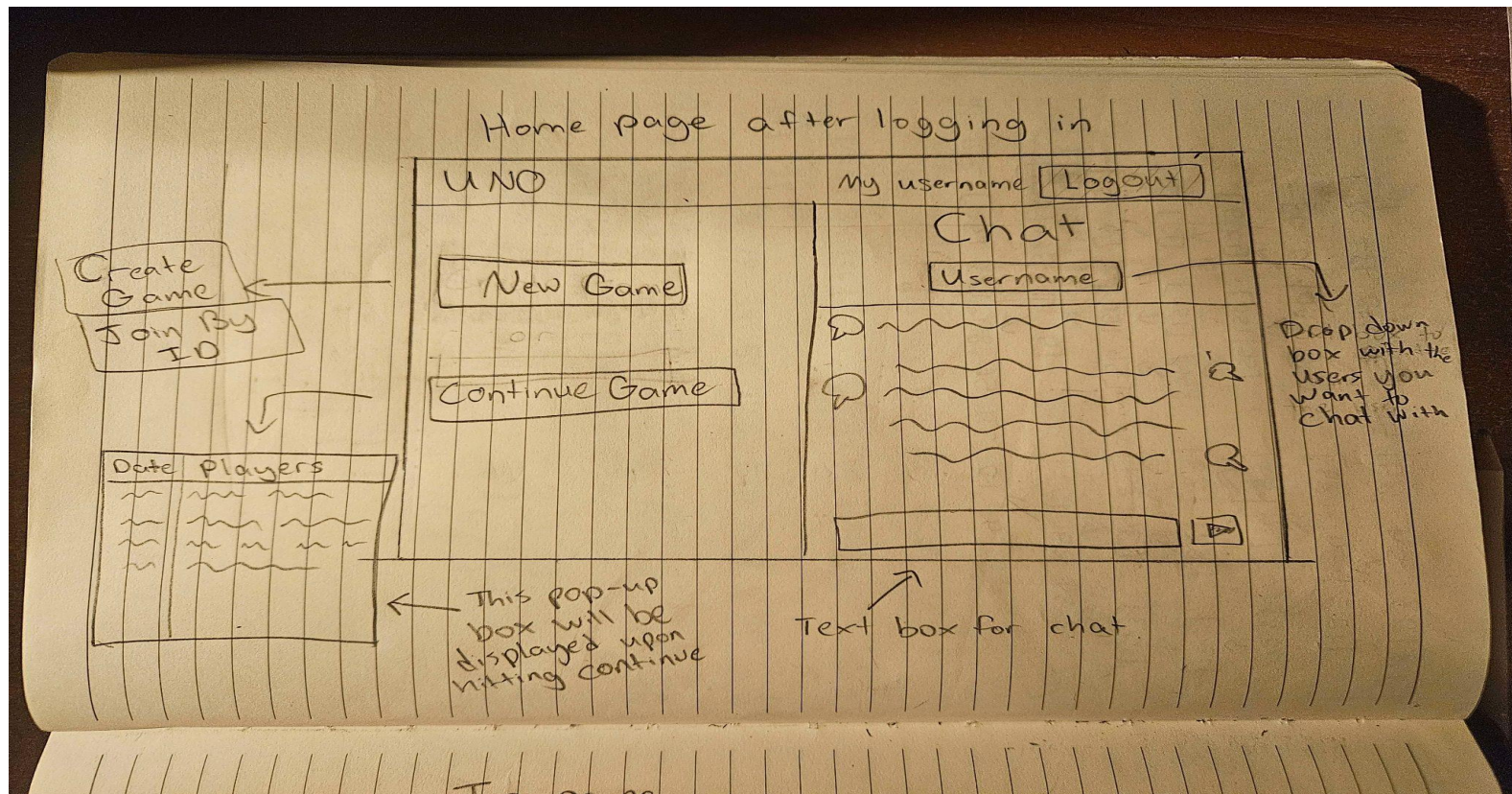- A chat UI
- A join room by ID number
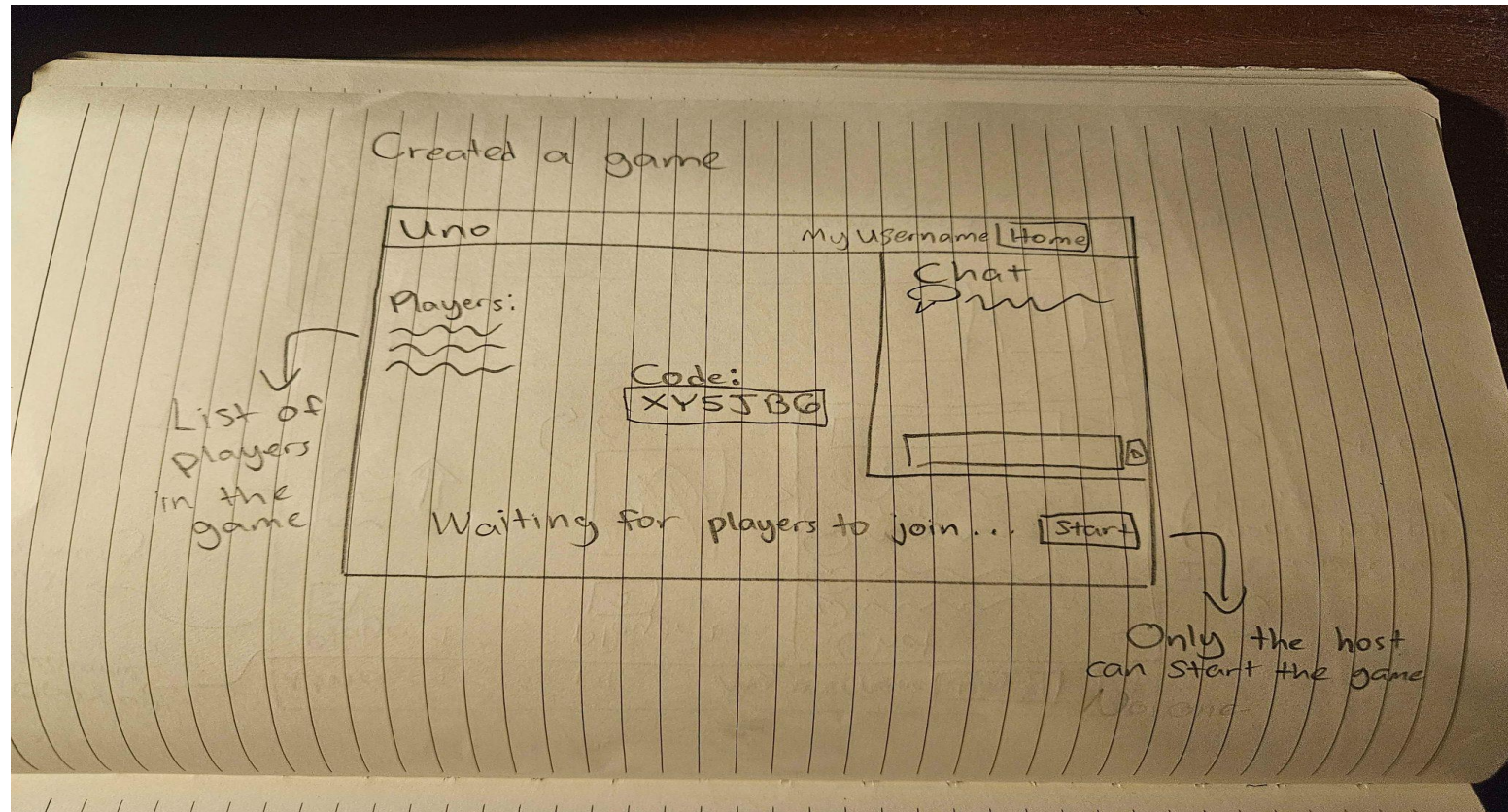
Back End

Our backend will include:

- Player Authentication
- Creating rooms to play with friends and saving it in the database.
- Randomizing players position and turn when the came starts
- Handle Game logic
- Dealing with chat functionalities (like reactions)
- Keeping Track of players wins and statistics
- Storing player wins and loss records

Wireframes: Home Page

Wireframe: create game room

Wireframe: Game UI

In game

Opponent Username

Cards remaing

Uno   1   Player   My username   Home

Player 1   Player 2   Chat
5   2

Turn Order

Current Card

In-Game Chat (Shared by all) Playes

Text box

Draw Card   Current Hand   4

Button to draw a Card   Remaing Cards