

Team Name : *Team UNO 4*

UNO Game

Milestone 1: Web Application Concept and Wireframes

Milestone 2 : Heroku Deployment and Database Setup

Members:

Dev Soni

Vicente Pericone

Vandit Malik

Aryan Sharma

TECHNOLOGIES USED :

Heroku - for deploying the game online

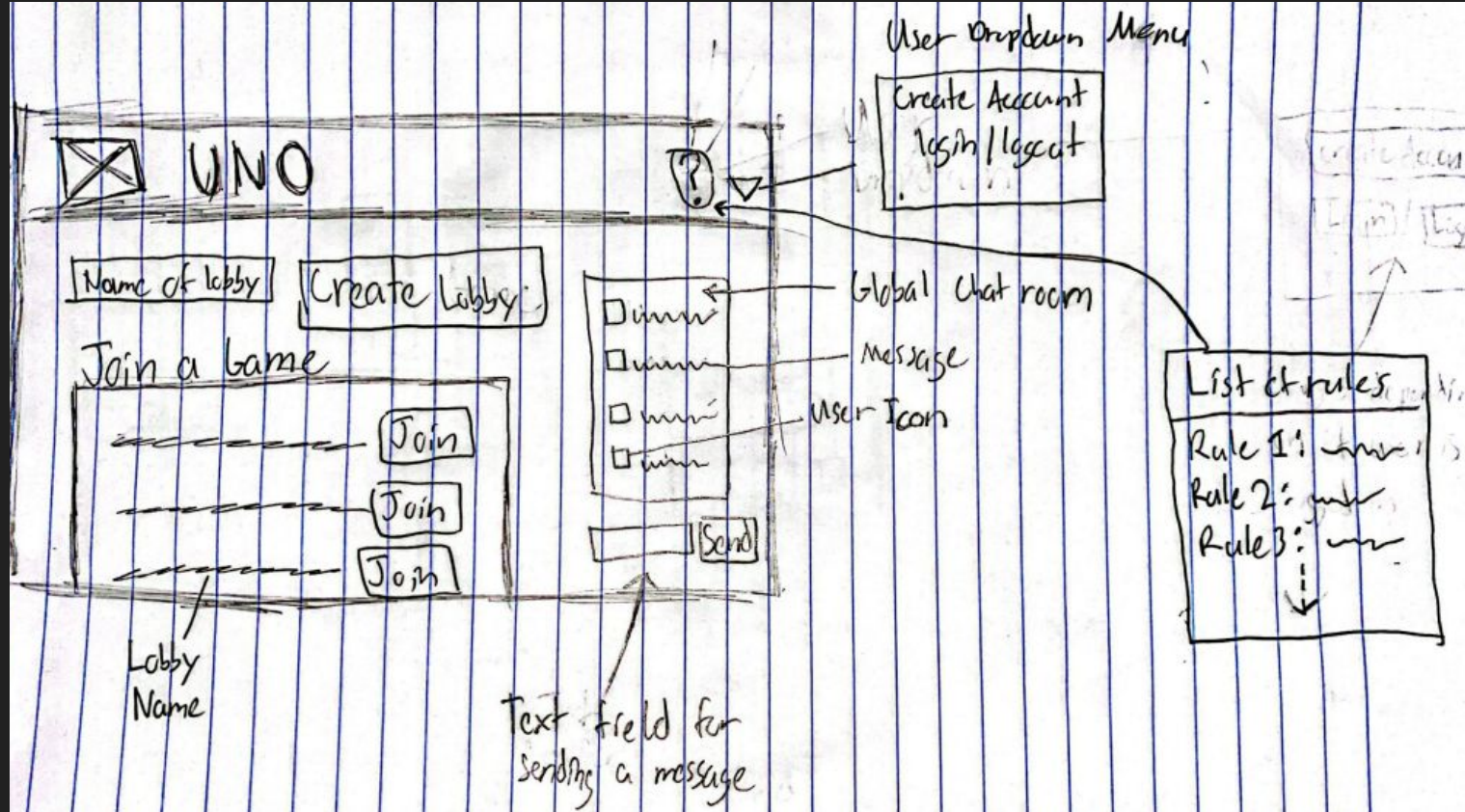
Node.js, Express.js, Javascript, Sequelize - for backend development of the game

Postgres - to store account information and chats in the database

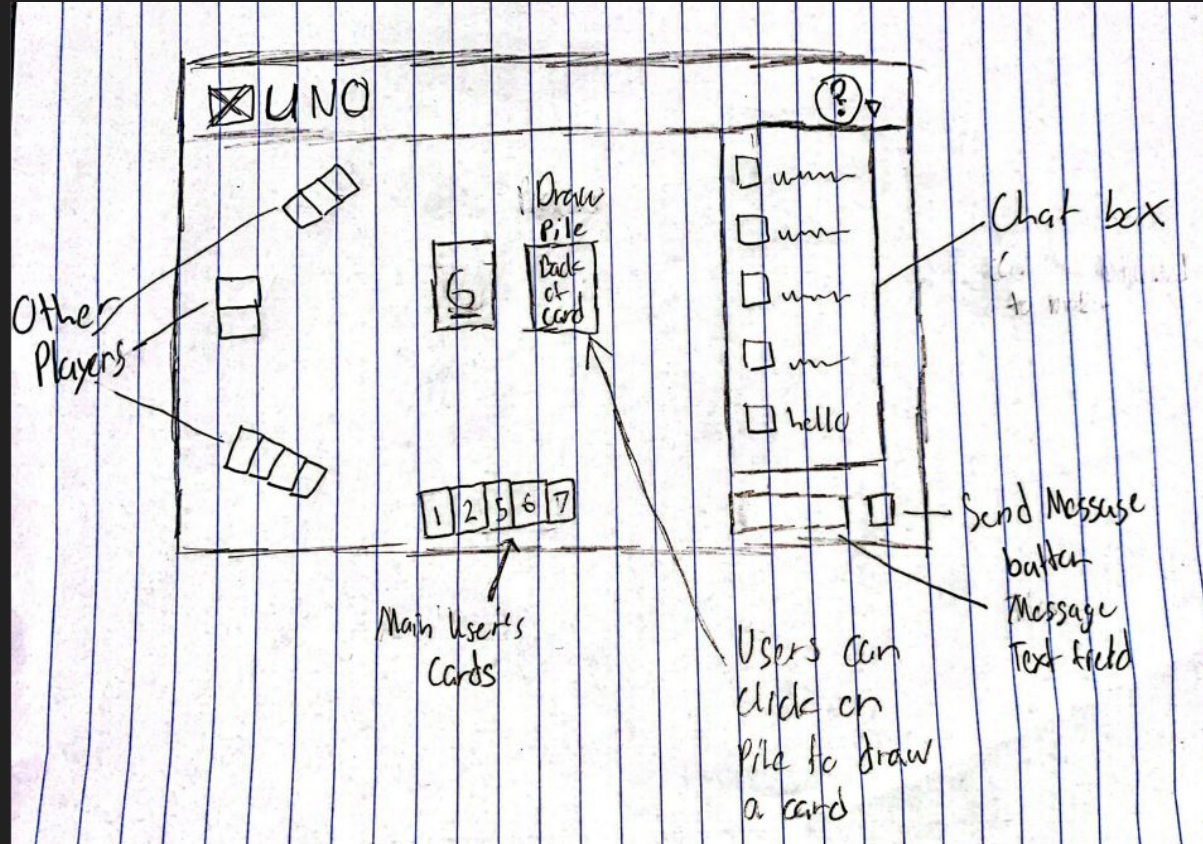
Bootstrap/ CSS - for frontend development

Is React Allowed ?

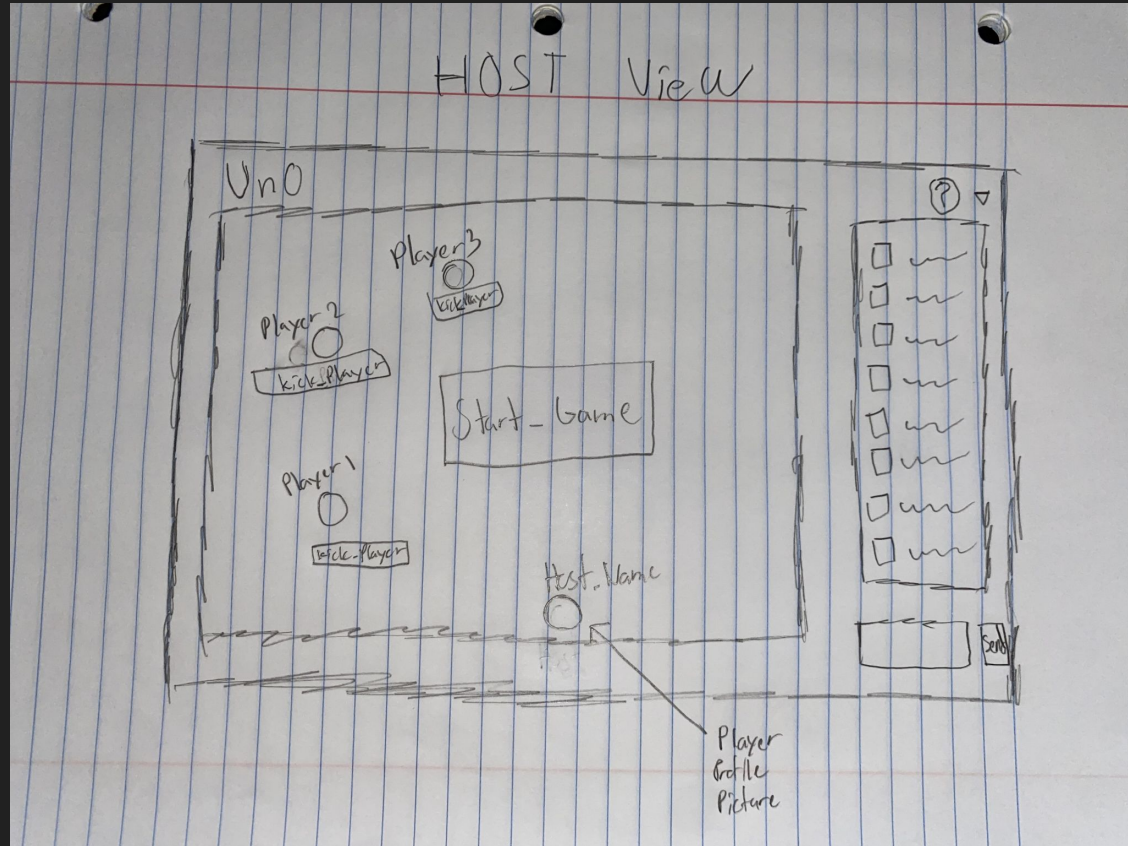
Wire Frames (Home/ Lobby Screen)



Wire Frames (Game Screen)



Wire Frame (Pre-game lobby, Host View)



Types of cards

1. There are a total of 112 cards in the deck
2. 19 Red cards – 0 to 9
3. 19 Blue cards – 0 to 9
4. 19 Green cards – 0 to 9
5. 19 Yellow cards – 0 to 9
6. 8 Skip cards – two cards of each color
 - a. These skip the next player's turn
7. 8 Reverse cards – two cards of each color
 - a. These reverse the current order of turns
8. 8 Draw cards – two cards of each color
 - a. These force the next player to draw two cards and skip their turn
9. 8 Black cards – 4 wild cards and 4 Wild Draw 4 cards
 - a. These can be played off any card
 - b. The wild draw 4 card forces the next player to draw 4 cards

Features of Our Game

LOBBY SCREEN

1. Create/ Join Game Room : Players need to create a game room to play the game.
2. Common Chat Box : Players can chat with everyone in the game room.
3. Game Rules Icon

GAME ROOM SCREEN

1. Pre game screen
2. Game Play (Card deck, main play table)
3. Players (2 Player Game)
4. Private Chat Box
5. Log Out : Players can quit the game.

CREATE/ JOIN ROOM

To Play The Game :

Create a Game Room

OR

Join a Game Room

Options on Screen :

Enter Name (required)

Create or Join Game Room

Input Game Room Code (required)

PRE-GAME LOBBY

Admin can remove players

Admin can start the game

Players are redirected here after joining the game and before the game starts

QUIT/ END GAME

1. Click Logout Button to exit the game
2. Game will continue as long as there are 2 or more players.

CHAT - BOX

Lobby Chat Box

A chat box will be present in the lobby for all the players on our website.

Game Room Chat Box

A private chat box will be present in each game room for the players of their respective game rooms to interact.

PLAYER/ GAME FUNCTIONALITIES

1. To create a game room : Click Create Room > Enter a room code
2. To join a game room : Click Join Room > Enter a room code
3. Game Room Code has to be 4 digits only
4. Game Room Codes can be shared via the chat box in the lobby
5. 2 or more players need to be present to play the game
6. If player closes the tab/ game, they can reconnect to the game and the game will be updated in real time in the background.
7. However, if the admin logs out, the game ends and the remaining players need to create a new game room.
8. Arbitrary number of game rooms can be created by players to play with their teams.
9. Game state is maintained for all the players.

MORE GAME FUNCTIONALITIES

1. Players will start the game with 7 cards
 - a. The order of the players' turns are randomly chosen
 - b. Cards are distributed randomly
 - c. The first turn will be played off of one card that automatically drawn randomly and placed on the table
2. After the first turn, players will play off the cards placed by other players before them
 - a. If a player cannot play a card, then they must pick a card from the draw pile
 - i. Players can always choose to draw a card but it will use their turn
3. To play a card, the card must either have the same symbol or color as the card on the table
 - a. There are exceptions to this with wild cards
4. To win the game, a player must get rid of all their cards from their hand

Our Team

Zoom - for team meetings

Discord - for team chats and updates

GitHub - to maintain and share code

Members:

Dev Soni

Vicente Pericone

Vandit Malik

Aryan Sharma