

# Server

## API

### endpoints only

game

- Configure game (POST) { names, #players, { winning, high/low aa, ... }
- Start game (GET) { shuffle, deal }
- Lobby interactions { Get games (GET) Join game (POST) }
- Draw card (POST)
- Add to hand (GET)
- Discard card (POST)
- Declare win (POST)
- Game stats (GET)

users

- register player (POST)
- login players (POST)
- Get player scores (GET)

## GAME → Logic, rules, ...

object

- Deck object
- GameState object (time, isGameOver, round, ...)
- Players object
  - ↳ numPlayers
  - ↳ Player 1: (hand, name, ...)
  - ↳ ...
  - ↳ Player n: ( " " " " )

Functions

- shuffle Deck()
- deal Cards()
- add to hand (card, player)
- draw Card (player)
- discard Card (card, player) → evaluate()
- process win/declared (player) → getWinner()
- reset Game() → calculate Points()

## Users → keep track of registered users

object

- User
  - ↳ username
  - ↳ password → hashing?
  - ↳ score

actions

- create User()
- delete User()
- get User()

# Client

## Sign in / Register / Guest

## Lobby

- available games list
- join game
- start new game

## Game

- players arranged in circle
- highlight player's turn
- deck in middle
- knock / in button
- click to draw
- draw / click to discard

## Game Over Screen

- open all players' cards
- show winner
- show score
- Start New / Quit / Replay

## Quit

Restart

## Replay