Project 3: UpDown

Key Technologies: MVC, Express, AJAX, Sequelize, PostgreSQL, Webpack, Github, Heroku

Description

- Players will take turns attempting to play all the cards in their hands by sending valid cards to the discard pile.
- The winner is the first person who has no cards left or when no one can play any valid cards while the draw pile is empty, the player(s) with the least cards wins.
- Cards played must fall within a range of +-1 of the top card in the discard pile.

Set-up

- From a poker card deck, set aside 10 cards for the draw pile and 1 card for the discard pile.
- The leftover cards will be divided evenly among each player.

Gameplay

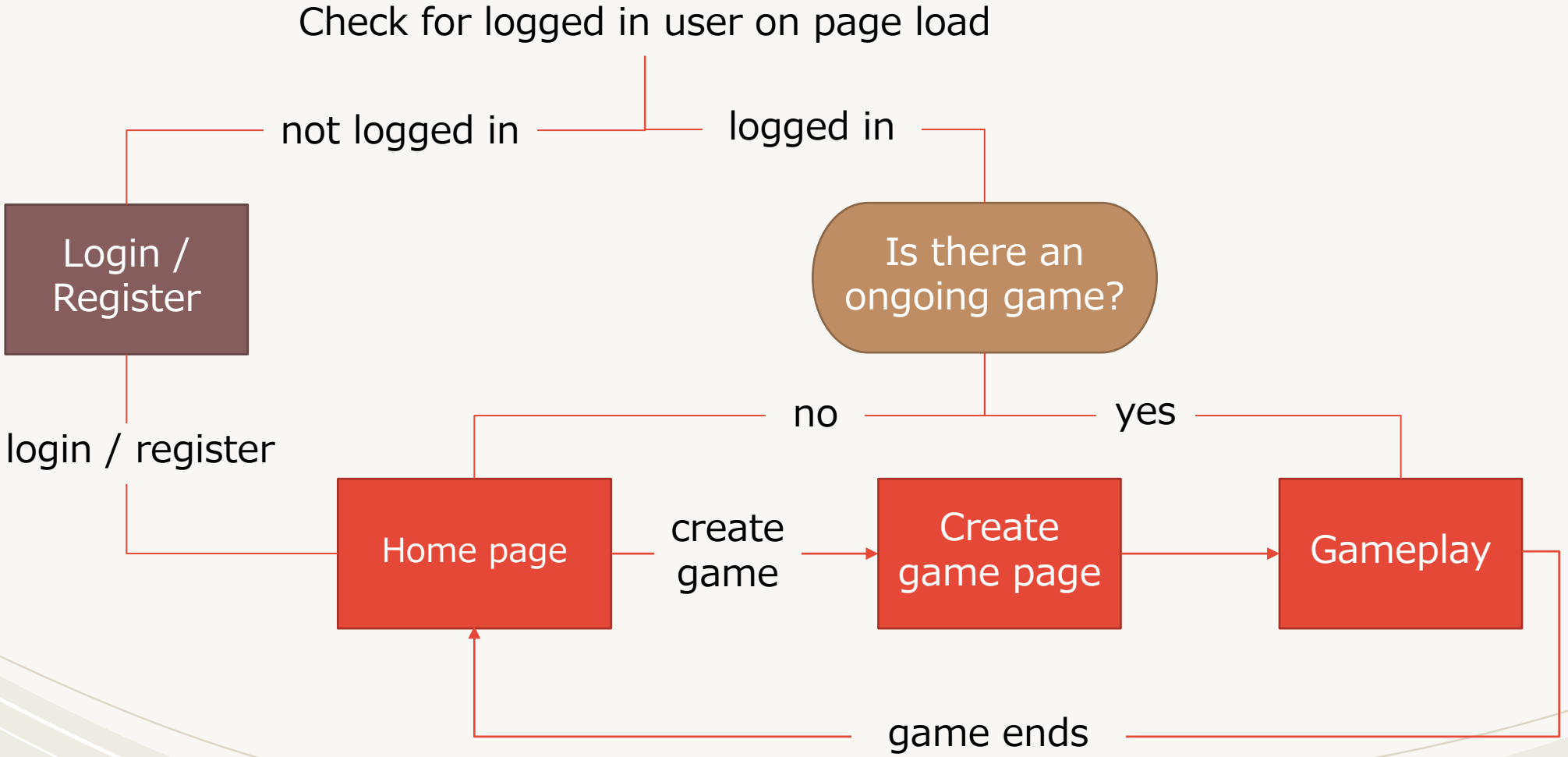
1. Start the game by placing the top card of the draw pile face up into the discard pile. Players will take turns placing 1 or more cards that meet the following requirements:

- card(s) value are within the range of +-1 of the top card in the discard pile.
- cards(s) played should be of the same value.

2. If a player can't play any cards, skip his turn. If all players skip, flip the top card of the draw pile face up and place it in the discard pile. If the draw pile is empty, then the player who has the least cards in his hand wins.

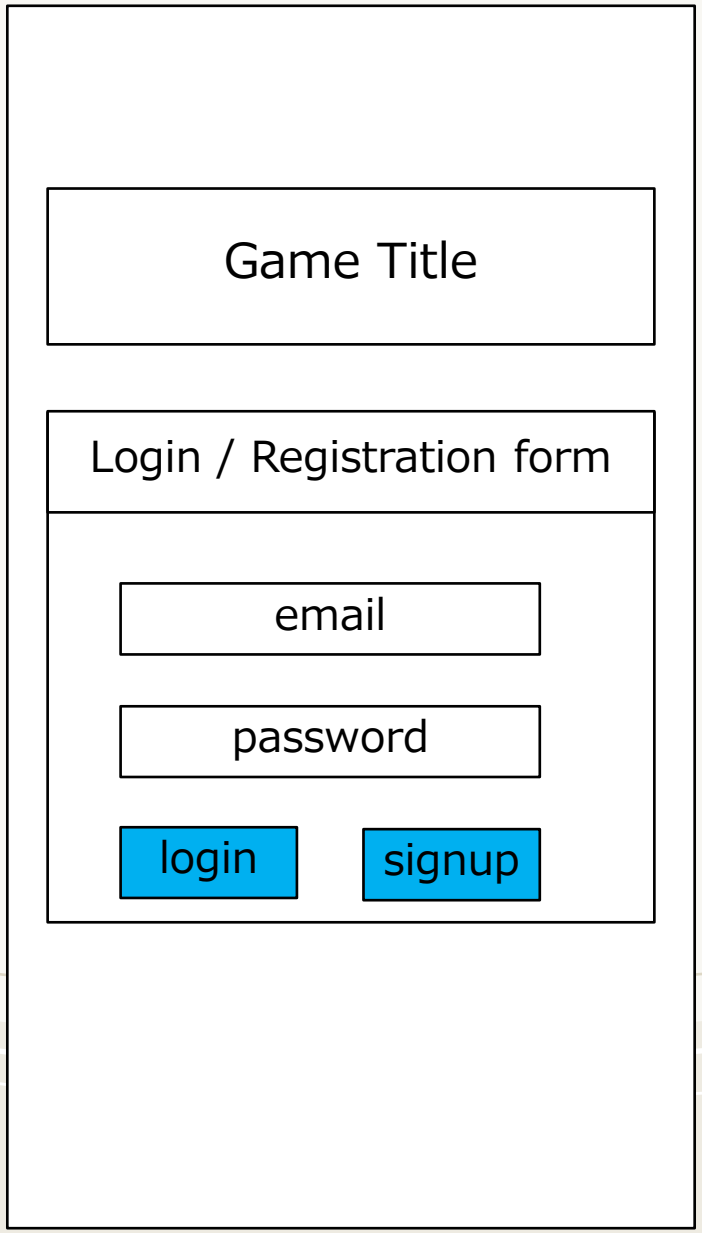
3. When a player plays a card, the 1st card that the player played will be the new discard pile card.

User Stories

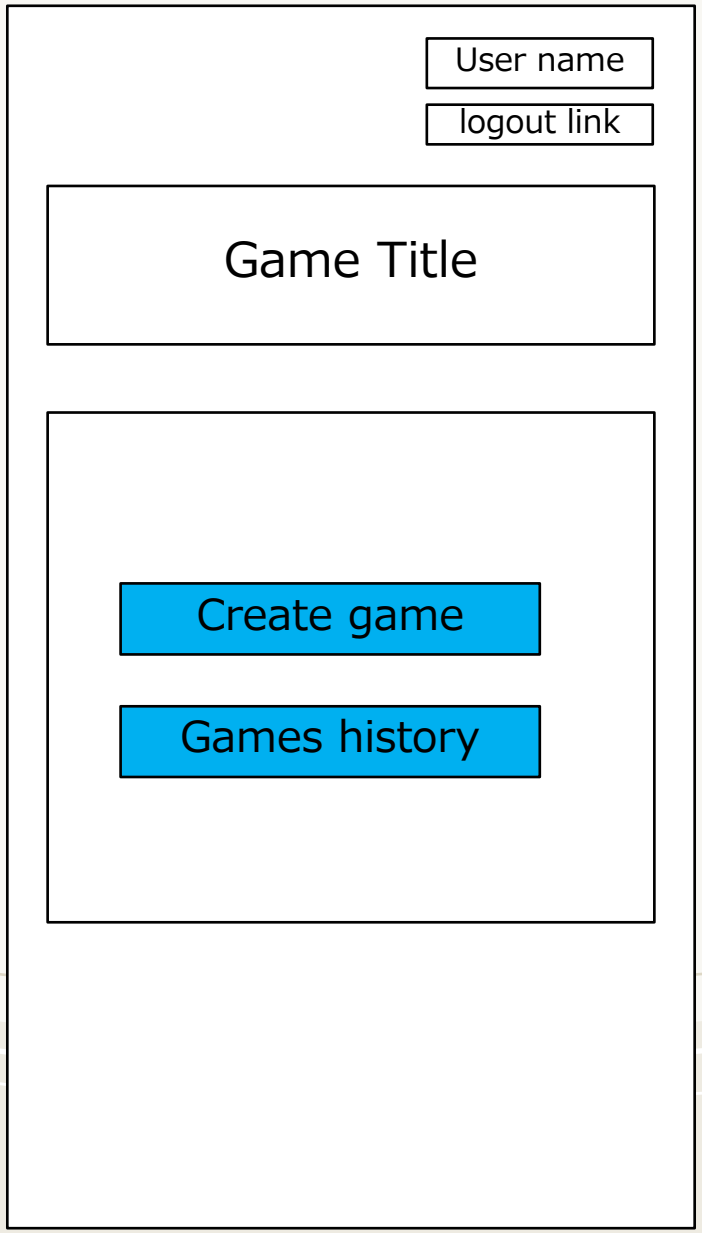

Check for logged in user on page load
not logged in
logged in
Login / Register
Is there an ongoing game?
login / register
no
yes
Home page
create game
Create game page
Gameplay
game ends

Wireframes

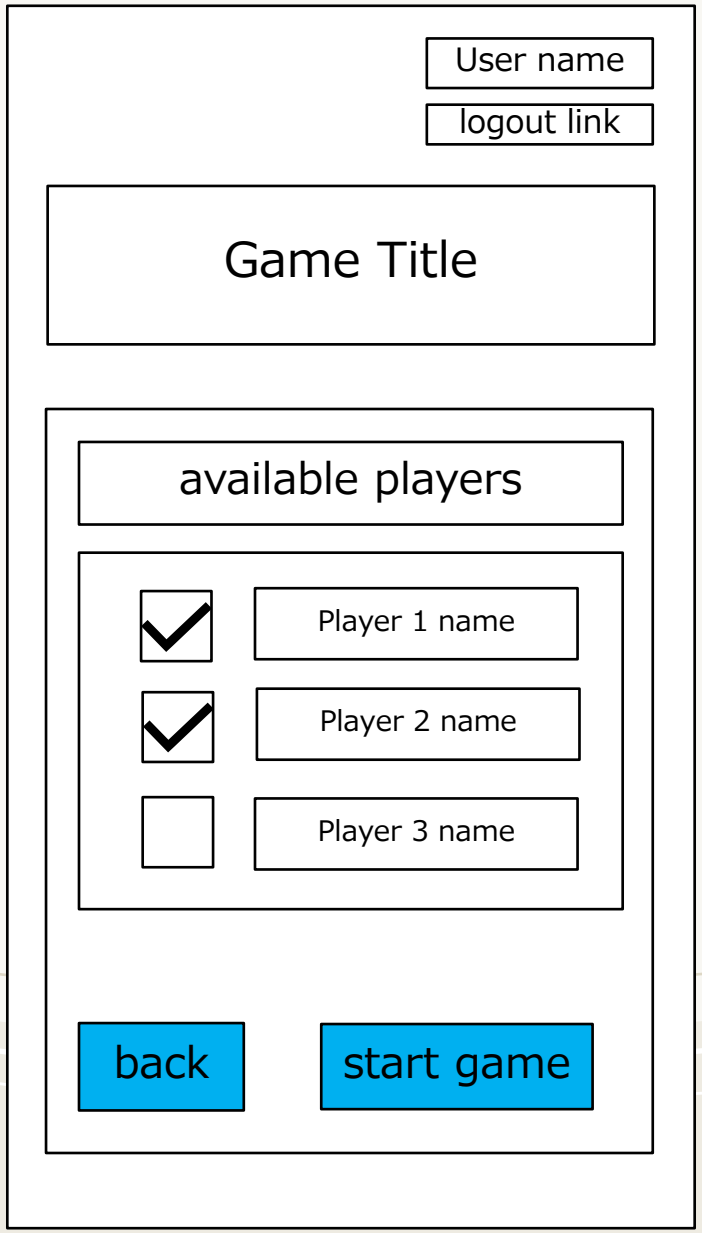
Login / Register Page



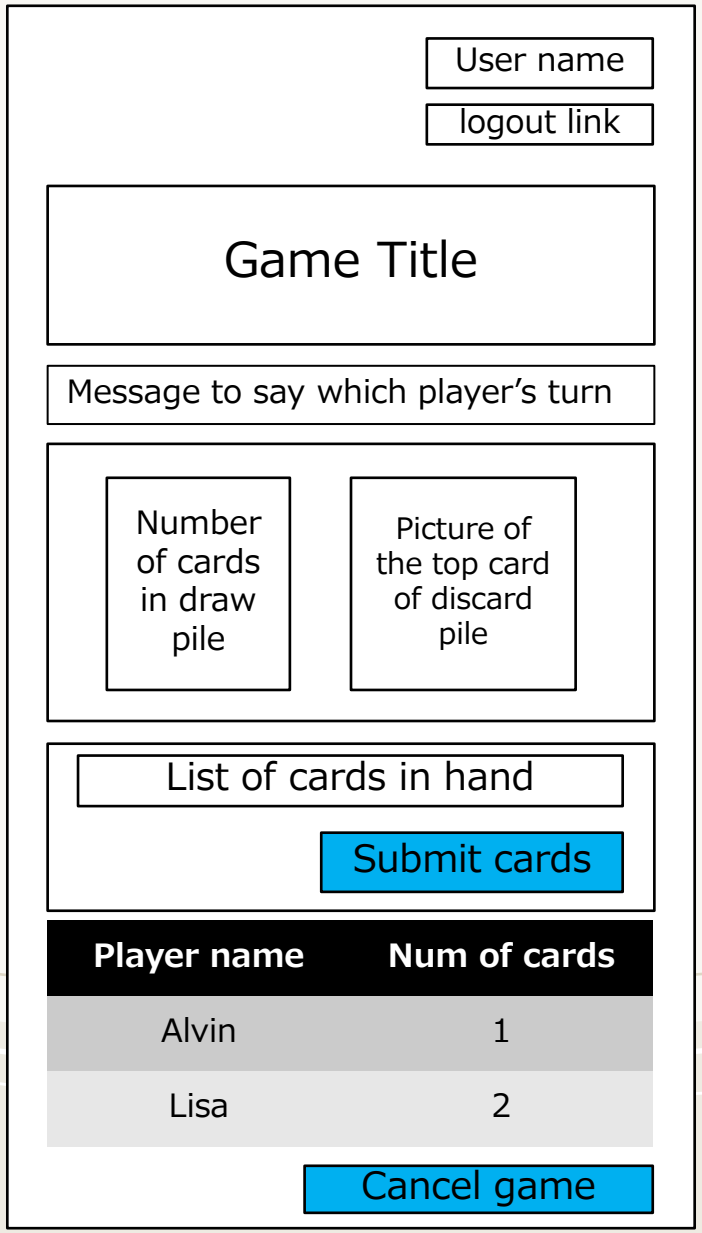
Home Page



Create Game Page

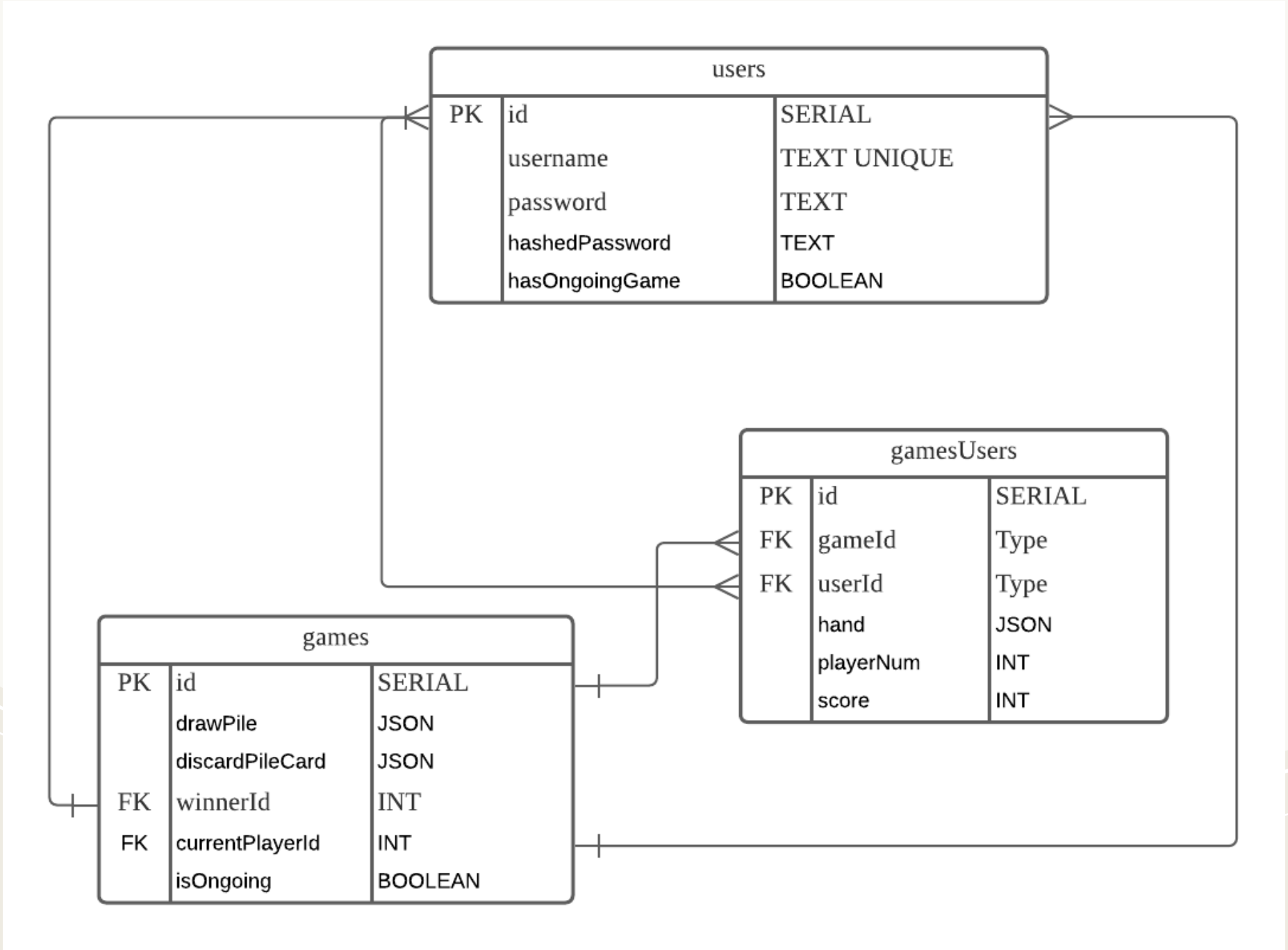


Gameplay Page



ERD

Entity–relationship model


users
PK
id
SERIAL
username
TEXT UNIQUE
password
TEXT
hashedPassword
TEXT
hasOngoingGame
BOOLEAN
gamesUsers
PK
id
SERIAL
FK
gameId
Type
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userId
Type
hand
JSON
playerNum
INT
score
INT
games
PK
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SERIAL
drawPile
JSON
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JSON
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FK
currentPlayerId
INT
isOngoing
BOOLEAN