

Résumé projet (anglais)

Card board games is a school project that we made as a team of 4 students. We wanted to make an application able to host card and board games. We created a database and builded the front-end and the back-end in this way.

To implement these games we built a multi-layered application with NestJS , React-Native and a socket server. Our approach allows us to build real-time services and gaming. The majority of the data that make the players able to play are stored in the component of the react-native part and the database hydrates the component with the values that are selected by the player and shared with the others.

The cards game is the only type of game implemented but it's just a question of time because the system can easily handle the implementation of the boards game type.

Each cards has been designed by us. We also draw two playground to positionate players and cards.

At the end, player can create and join a lobby. Play a game with other people and then see the score of his game.