

```
1
2
3  CSC 667 {
4
```

```
5    [Term Project ]
6
7
```

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9    < Milestone 5 >
10
```

```
11    Faisal Zaheer, Jibraeel Abdelwahhab, Lean Campana, Michael Satumba
12
```

```
13  }
14
```

# 1 UNO



# Last week - Roles

## **Front-End**

- Michael: Create basic Login, Registration, Rules pages.
- Lean: Create Lobby and Game (with Chat) pages.

## Back-end

- Faisal: Create tables/databases.
- Jibraeel: Start Uno game code.

# Home



[Log in](#)  
[Create An Account](#)

# Login



email address

password

**SIGN IN**

[Forgot password?](#)  
[Create An Account](#)

# Registration



email address

password

**SIGN UP**

# Rules

## Components

112 cards as follows:

19 Blue cards - 0 to 9

19 Green cards - 0 to 9

19 Red cards - 0 to 9

19 Yellow cards - 0 to 9

8 Skip cards - 2 each in Blue, Green, Red and Yellow

8 Reverse cards - 2 each in Blue, Green, Red and Yellow

8 Draw 2 cards - 2 each in Blue, Green, Red and Yellow

4 Wild cards

4 Wild Draw 4 cards

4 Blank Cards

## Object of the game

The first player to have one card and clicks "Uno" wins.

## Gameplay

Each player is dealt 7 cards. Turn over the top card of the draw pile to begin a discard pile.

Player to the left of the dealer plays first. Play passes to the left to start. Match the top card on the DISCARD pile either by number, color or word.

For example, if the card is a Green 7, you must play a Green card or any color 7. Or, you may play any Wild card or a Wild Draw 4 card. If you don't have anything that matches, you must pick a card from the DRAW pile. If you draw a card you can play, play it.

Otherwise, play moves to the next person. Before playing your next to last card, you must say "UNO". If you don't say UNO and another player catches you with just one card before the next player begins their turn you must pick FOUR more cards from the DRAW pile.

# 1 Lobby



## Current Games

Game Number	Players (#/4)	Status	Join
001	0	Open	<input type="button" value="Join"/>
002	4	In Progress	
003	2/4	Open	<input type="button" value="Join"/>

Key:

Green: Open

Red: In Progress



# Game with chat



Chat

Type message

Message

Send

Close

Chat

# Backend – Databases

- Plan is to implement tables into the application code
- Connect to front-end for validation and Uno game code

```
Uno-Game > db > sql.txt
1 DROP TABLE IF EXISTS `users`;
2 CREATE TABLE `users` (
3   `user_id` INTEGER NULL AUTO_INCREMENT DEFAULT NULL,
4   `username` VARCHAR NULL DEFAULT NULL,
5   `email` VARCHAR NULL DEFAULT NULL,
6   `password` VARCHAR NULL DEFAULT NULL,
7   `created` DATETIME NULL DEFAULT NULL,
8   PRIMARY KEY (`user_id`)
9 );
10
11 DROP TABLE IF EXISTS `game_players`;
12 CREATE TABLE `game_players` (
13   `user_id` INTEGER NULL DEFAULT NULL,
14   `game_id` INTEGER NULL DEFAULT NULL,
15   `card_count` INTEGER NULL DEFAULT NULL,
16   `order` INTEGER NULL DEFAULT NULL,
17   `win_status` INTEGER NULL DEFAULT NULL,
18   PRIMARY KEY ()
19 );
20
21 DROP TABLE IF EXISTS `games`;
22 CREATE TABLE `games` (
23   `game_id` INTEGER NULL AUTO_INCREMENT DEFAULT NULL,
24   `direction` INTEGER NULL DEFAULT NULL,
25   `game_title` VARCHAR NULL DEFAULT NULL,
26   `created` DATETIME NULL DEFAULT NULL,
27   PRIMARY KEY (`game_id`)
28 );
29
30 DROP TABLE IF EXISTS `chat`;
31 CREATE TABLE `chat` (
32   `message_id` INTEGER NULL AUTO_INCREMENT DEFAULT NULL,
33   `user_id` INTEGER NULL DEFAULT NULL,
34   `game_id` INTEGER NULL DEFAULT NULL,
35   `message` MEDIUMTEXT NULL DEFAULT NULL,
36   PRIMARY KEY (`message_id`)
```

# Next week

- Start on Uno game code
- Fix Heroku issues
  - Make sure application is live without errors.
- Validation for Registration/Login forms (Front-end + Back-end)
  - Connect to users SQL table
- Implement/Test SQL Tables
  - Test create user, sessions, chat messages, etc.
- Continue creating/designing Front-End pages