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3  CSC 667 {
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5      [Term Project ]
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7      < Milestone 4 >
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1 UNO



Actions a user may perform ...

1. Draw a card
2. Placing the appropriate card into the holder
3. Start a new game
4. Exit the game mid-turn

Conditions

1. Draw a card
 - Player's turn
 - Cannot place appropriate card into the holder
2. Placing the appropriate card into the holder
 - Player's turn
3. Start a new game
 - One of the players wins
 - Option to start a new game
4. Exit the game mid-turn
 - Option to quit game (during the game)

Outcome of event

1. Draw a card
 - Player has one more card than before
2. Placing the appropriate card into the holder
 - Player has one less card than before
3. Start a new game
 - New game is initiated
4. Exit the game mid-turn
 - Leads you to the home page

Static

- Landing page: /
- Login: /login
- Registration: /register
- User Profile: /user/:id
- Lobby (Authenticated page): /lobby
- Rules: /rules
- Specific Game: /game/:id

Actions

- Create game: POST /create
- Join game: POST /games/:id/join
- Leave game: POST /games/:id/leave

Actions (cont)

- Play card: POST /games/:id/play
- Draw card: POST /games/:id/draw
- Send message in lobby: POST /lobby/send
- Send message in game: POST /game/:id/send

Events

- Message sent in Lobby
- Message sent in Game Y
- User X joined Game Y
- User X played Card Z in Game Y
- User X now has Z Cards in Game Y
- Order of players has reversed
- Game is Over (User X has won)

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<https://mysterious-sea-64551.herokuapp.com/games/:id/draw>

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<https://mysterious-sea-64551.herokuapp.com/lobby>

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