



UNO APPLICATION

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OUR APPLICATION

Our team decided to recreate an online mutiplayer version of the card game Uno. The game will follow all of the traditional Uno rules translated into an online format. Players will be able to connect and join games with other players online.

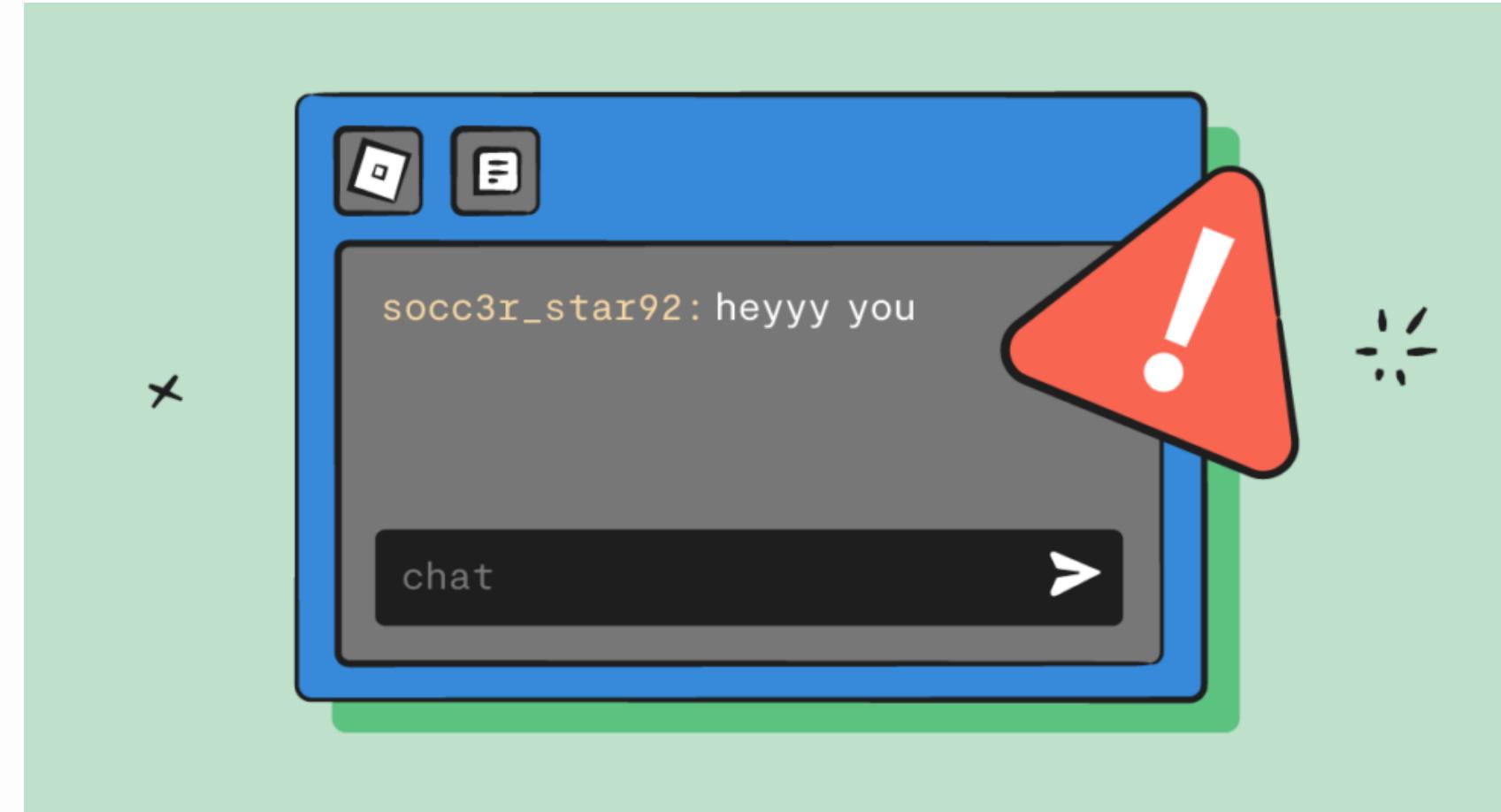
IMPLEMENTED FEATURES



01 The first feature we decided to implement is a user log in and registration as well as user authentication.

02 The second feature we would like to implement is a stats page. Our stats page would include things such as how many games were won, how many were played and similar information.





- 03** After completing the requirements of the game. If our team has extra time we would like to implement a friends list as well as a private messaging system.

TECHNOLOGIES WE'RE USING

Required: Node.js, Express.js, Render, Postgres.

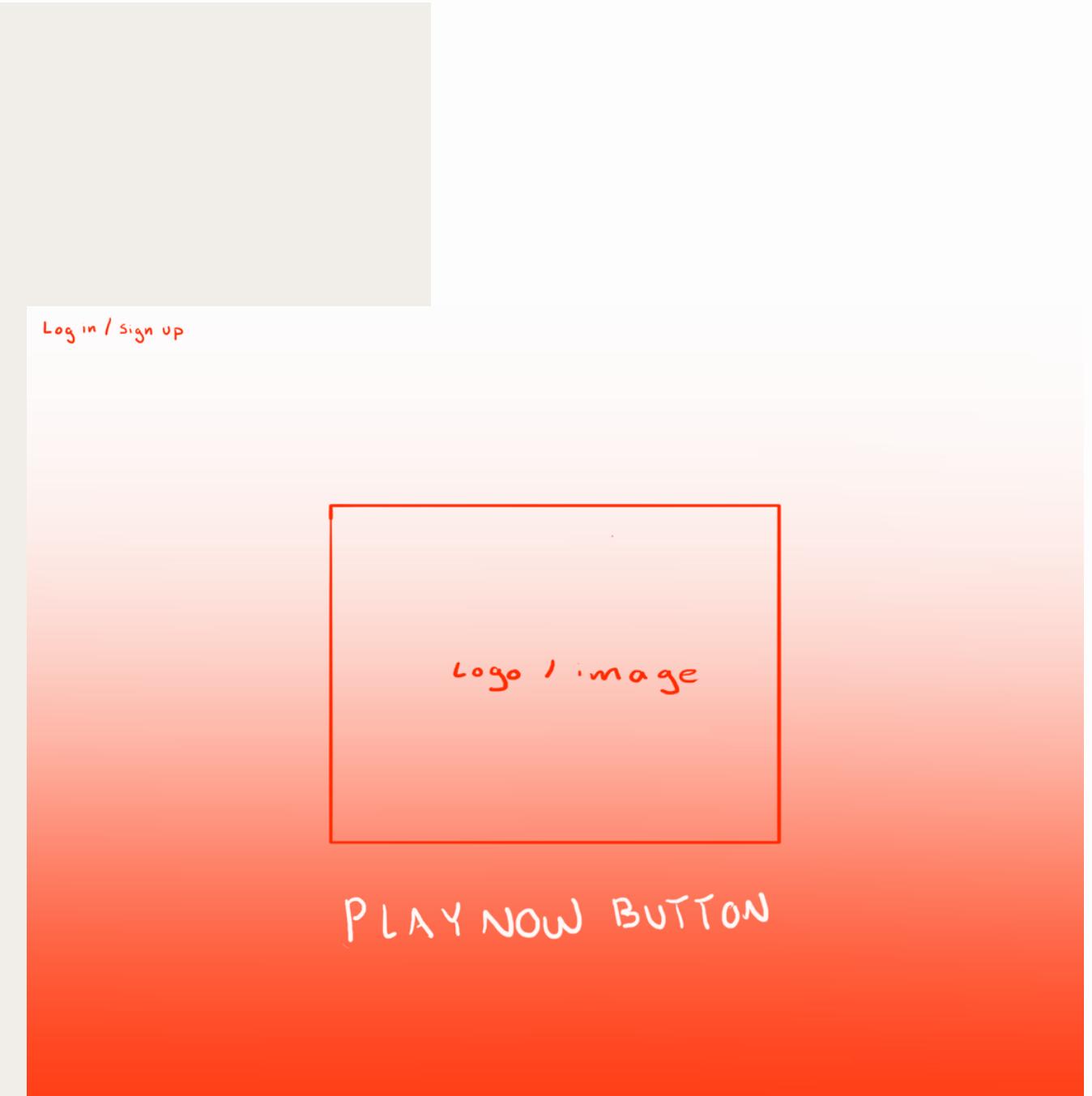
Libraries:

- **Socket.io:** real-time web app. Reconnect users if the connection is lost.
- **Express-session:** seamless user experience across the app.
- **Express-bcrypt:** encrypt user's passwords/info.
- **Express-validator:** sanitizing user input.
- **Express-multer:** handling file uploads (pfp).
- **Handlebars.js:** HTML templating.



WIREFRAMES

Our site consists of five total pages which include the home page, log in page, registration page, game play page, and the user profile page.



Logo

home

Log in

Username

Pass

register

log in

Logo

home

Register

username

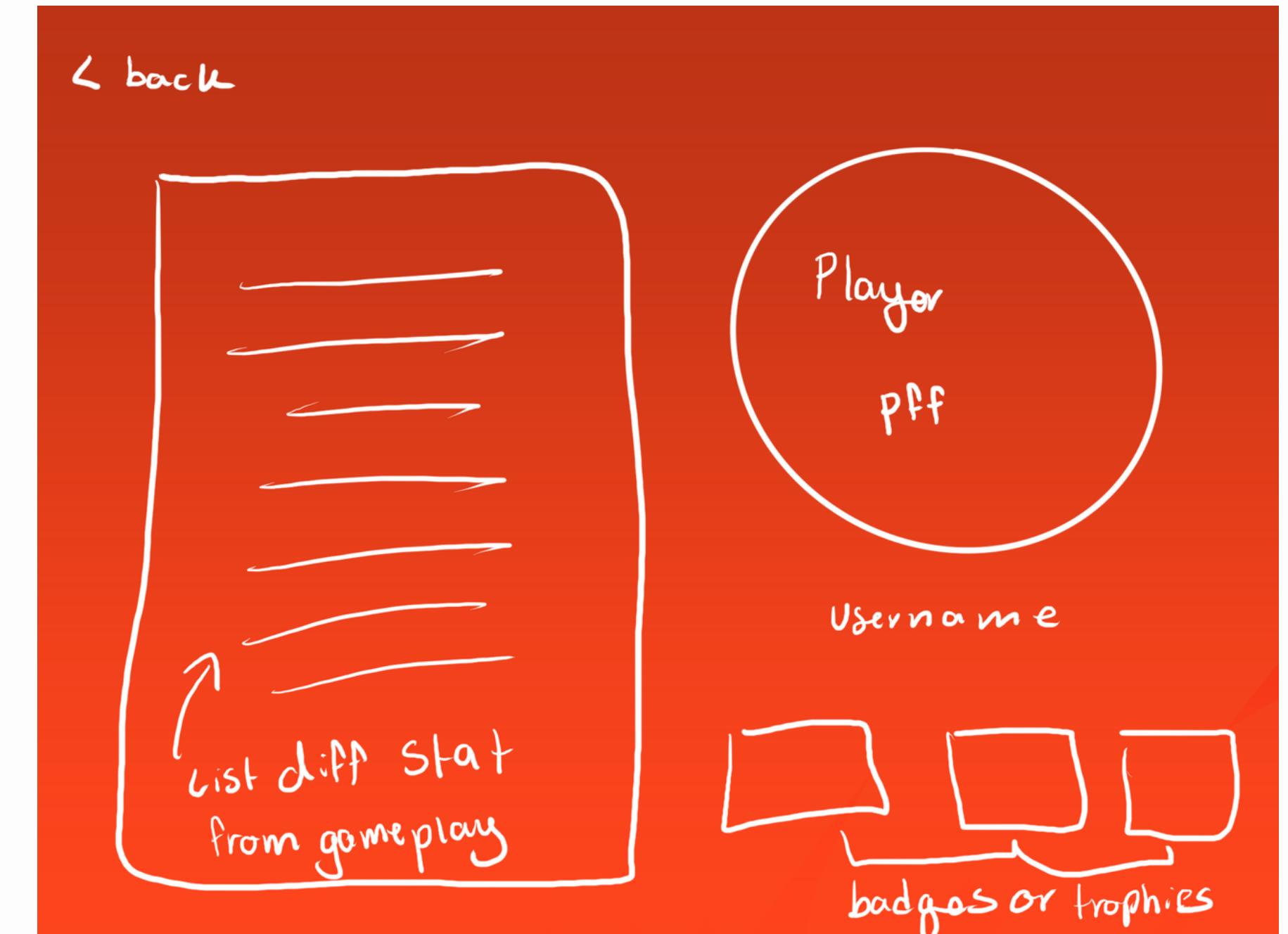
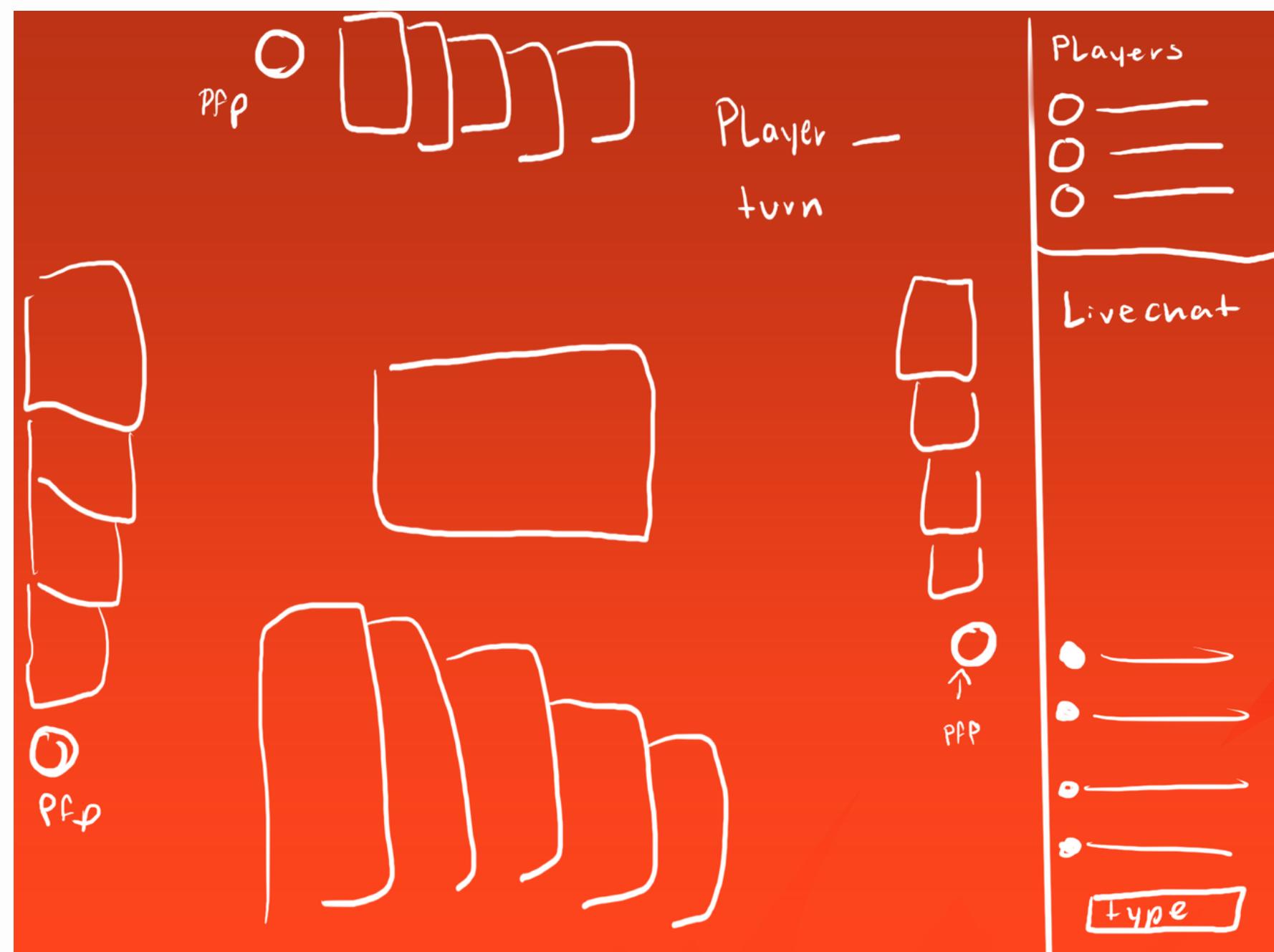
email

pass

pass confirm

TOS

register





THANK YOU