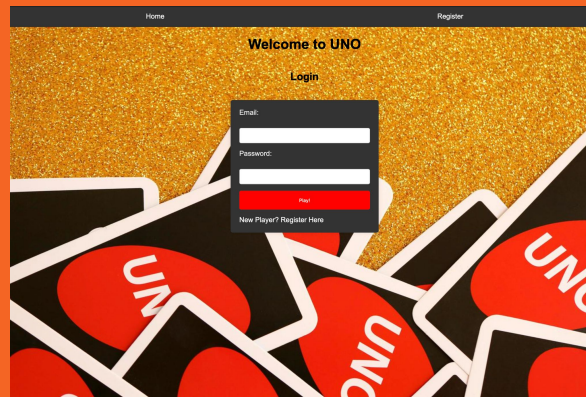

Uno Term Project



Group Members: Joshua Lor, Matthew Marcos, Tommy Le,
Philip Karnatsevich



Difficulties

- Time differences for meeting
- Lack of communication
- One of our teammates did not do their assigned part
- Needed a refresher for web development
- SSL authentication between local and Render





Main Problems

& How we handled it

- Some problems we had was understanding what was needed in the backend.
- Figuring out how to get our cards to show onto the screen
- Adding game logic to our cards
- Missing a teammate

```
ReferenceError: /Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/backend/views/game.ejs:63
```

```
61 |     </div>
62 |
>> 63 |     <% players.forEach(player => { %>
64 |         <h3>Player <%= player.username %>'s Cards:</h3>
65 |         <div class="cards-container">
66 |             <% gamecards.forEach(card => {
```

```
players is not defined
at eval (eval at compile (/Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/node_modules/ejs/lib/ejs.js:673:12), <anonymous>:17:8)
at game (/Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/node_modules/ejs/lib/ejs.js:703:17)
at tryHandleCache (/Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/node_modules/ejs/lib/ejs.js:274:36)
at exports.renderFile [as engine] (/Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/node_modules/ejs/lib/ejs.js:491:10)
at View.render (/Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/node_modules/express/lib/view.js:135:8)
at tryRender (/Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/node_modules/express/lib/application.js:657:10)
at Function.render (/Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/node_modules/express/lib/application.js:609:3)
at ServerResponse.render (/Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/node_modules/express/lib/response.js:1039:7)
at /Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/backend/server.js:92:12
at Layer.handle [as handle_request] (/Users/matthewmarcos/Desktop/667 TEST/team-term-project-group-m/node_modules/express/lib/router/layer.js:95:5)
```

`<%= EJS %>`

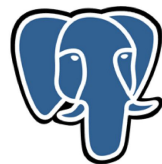
What We Learned

- Socket.io
- Embedded JS



socket.io

- Postgresql
- Multiplayer connection



PostgreSQL

