

Team V Milestone 1

Key Features

1.) Game Board

- 10 by 10 board for 100 cards/spaces in total (Jokers not on the board)
- Each corner is a free space

2.) Game Rules

- When a marker is placed on the board, it must match the card the player put in the discard pile
- Chips cannot share a space, be removed, or be replaced on the board
- Player draws a card after their chip is placed. The player cannot draw a card if the next player makes a move faster than it takes for the player to draw the card.
- A sequence can share one chip of the same color from another sequence
- Each free space counts as a token for whichever team's token is adjacent from it

3.) Player Mechanics/Turns

- 2 - 6 players, 2 teams
- Players sit every-other in order of teams (teammates don't sit next to each other)
- Each player takes turns in clockwise direction
- During their turn a player chooses a card from their hand, puts it in discard pile, places marker on the board, then draws another card

4.) Card Mechanics

- Standard deck, 2 copies of each card
- Need to shuffle and deal cards
- Keep track of player hand, discard, draw piles

5.) Winning the Game

- To score points, a team needs to have 5 chips in a row in a column, diagonal, or row formation
- Determine amount of points needed to win game
- Display win message once the amount of points needed to win reached

Technologies Used

- Render
- Node.js
- Express.js
- Postgres